THE OFFICIAL GUIDE FROM NINTENDO POWER®

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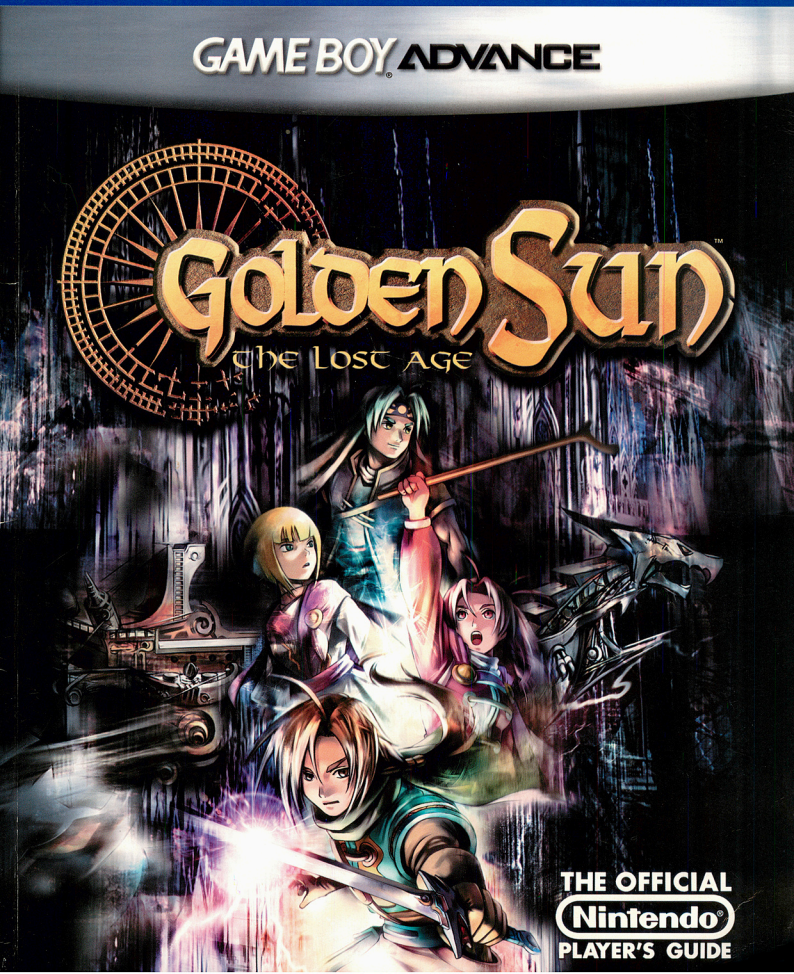

THE OFFICIAL Nintendo® PLAYER'S GUIDE

STAFF LIST

PUBLISHER
T. Kimishima

ASSOCIATE PUBLISHER
Yoshio Tsuboike

EDITOR IN CHIEF
Scott Pelland

SENIOR EDITOR
Jessica Joffe Stein

LEAD WRITER
Alan Averill

WRITER
Steve Thomason

COPY EDITOR
Candace English

ASSISTANT PRODUCTION MANAGER
Machiko Oehler

PRODUCTION COORDINATORS
Corinne Agbunag
Mayumi Colson

STRATEGIC LAYOUT/GRAPHIC DESIGN
V-Design, Inc.

V-DESIGN ART DIRECTOR
Yoshi Orimo

V-DESIGN MANAGER
Sonja Morris

V-DESIGN GRAPHIC DESIGNERS
Jill Anderson
Matt Fisher

ART DIRECTOR
Kim Logan

DESIGN/PREPRESS
Jim Catechi
Tim Garret
Rebekah Lane
Andy Myers
David Waterworth

ELECTRONIC PREPRESS
Jessie Schlitzenhofer

PRODUCTION ASSISTANT
Christopher Shepperd

MARKETING MANAGER
Jeff Bafus

MARKETING SPECIALIST
Malinda Miller

GAME CONSULTANTS
Rich Amtower
Todd Buechele
Jeffrey Storbo

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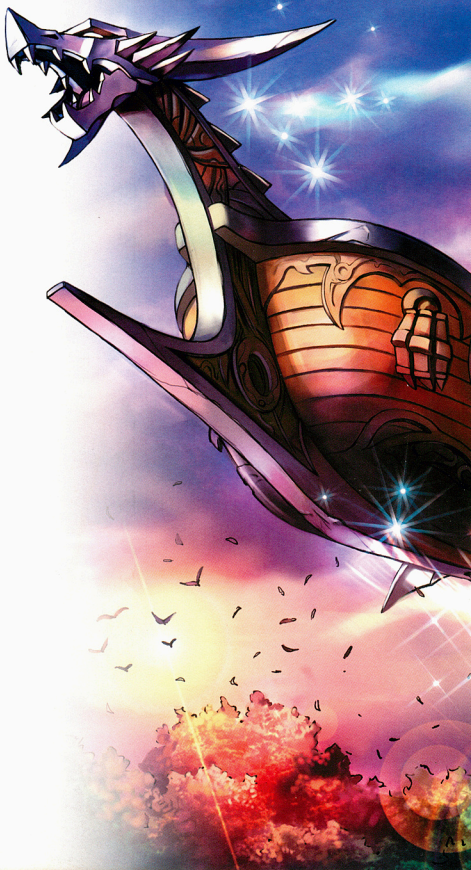

THE OFFICIAL
NINTENDO PLAYER'S GUIDE
Golden Sun
the Lost Age

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ALCHEMY—THE POWER TO MANIPULATE THE BUILDING BLOCKS OF REALITY—HAS BEEN SEALED AWAY IN MT. ALEPH'S SOL SANCTUM FOR GENERATIONS. TWO MEMBERS OF THE MARS CLAN, SATUROS AND MENARDI, SOUGHT TO RELEASE THE POWER BY ACTIVATING THE FOUR ELEMENTAL LIGHTHOUSES THAT SEALED IT. THEY SUCCEEDED IN ACTIVATING TWO OF THE FOUR LIGHTHOUSES BEFORE A BRAVE GROUP OF WARRIORS LED BY AN ADEPT NAMED ISAAC DEFEATED THE DUO ATOP THE VENUS LIGHTHOUSE. A GREAT CATACLYSM FOLLOWED AND CAUSED THE LIGHTHOUSE TO CRUMBLE, BUT ISAAC AND HIS PARTY ESCAPED UNHARMED.

SHEBA, A YOUNG WIND ADEPT KIDNAPPED BY SATUROS AND MENARDI, WAS NOT SO FORTUNATE. AS THE LIGHTHOUSE BEGAN TO CRUMBLE, SHE FELL INTO THE SEA. FELIX, A COMPANION TO SATUROS AND MENARDI, JUMPED IN TO SAVE SHEBA, BUT BOTH WERE LOST IN THE ROILING WAVES.

FELIX'S SISTER, JENNA, MANAGED TO ESCAPE ALONG WITH SCHOLAR KRADEN AND A MYSTERIOUS WATER ADEPT NAMED ALEX. AS THE THREE OF THEM SEEK TO ACTIVATE THE REMAINING TWO LIGHTHOUSES, A NEW ADVENTURE IS ABOUT TO BEGIN...

Getting Started

The basic controls used in Golden Sun: The Lost Age appear below. Note that the functions for some buttons vary depending on whether you're exploring a town, a village or a dungeon, traveling the world map or engaged in battle. Also, remember to take advantage of the L and R Button Psynergy shortcuts to save yourself from excessive menu navigation. From the Psynergy Field Command menu, select whose Psynergy you'd like to create a shortcut for, press the L or R Button to set the shortcut to that button, then highlight the desired Psynergy and press the A Button to confirm your selection.

L BUTTON

- Use Psynergy shortcuts inside towns, villages and dungeons
- Check surroundings on the world map
- Display the Status screen during battle

R BUTTON

- Use Psynergy shortcuts inside towns, villages and dungeons
- Display the world map (use the Control Pad to move the cursor—to see the name of a location, point the cursor to a dot)
- Display the Status screen during battle

CONTROL PAD

- Walk
- Jump forward
- Push objects
- Select a command or an item

START

- Display the Pause menu

SELECT

- Display field commands

A BUTTON

- Speak
- Display field commands
- Examine objects
- Display the next message
- Confirm selections

B BUTTON

- Run (Use with the Control Pad)
- Display the next message
- Cancel

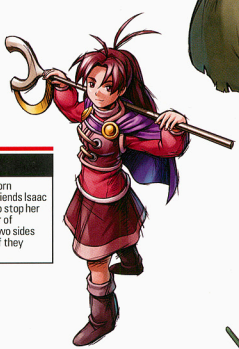
Introducing the Adepts

Those who are able to use psychic energy, or Psynergy, are called Adepts. They carry on the bloodline of the ancients who lived during the lost age of man, when Alchemy held sway over all the lands of Weyard. The power of the Adepts stems from Alchemy, but long ago the power of Alchemy was sealed away to protect the world from those who would use it for evil.

Felix

Earth Adept

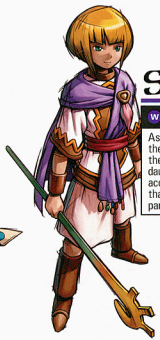
Though not much of a talker, Felix is the hero of Golden Sun: The Lost Age. He was born and raised in the village of Vale, where three years ago he almost drowned. Saturos and Menardi saved him, and he's been on a quest to activate the elemental lighthouses ever since.



Jenna

Fire Adept

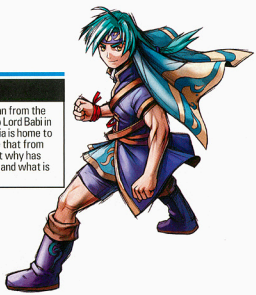
Jenna is Felix's sister, but she's torn between him and her childhood friends Isaac and Garet, who are determined to stop her brother from releasing the power of Alchemy. She believes that the two sides could come to an understanding if they would just talk to each other.



Sheba

Wind Adept

As a young girl, Sheba fell from the skies to the small town of Lalivero, where Faran, the town's leader, raised her as his own daughter. Bound by a divine destiny, Sheba accompanies Felix on his quest for reasons that remain a mystery to the rest of the party.



Piers

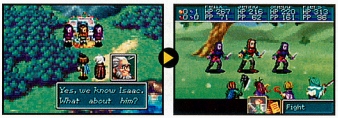
Water Adept

Piers is a mysterious young man from the island of Lemuria. According to Lord Babi in the original Golden Sun, Lemuria is home to a thriving civilization not unlike that from the golden age of Alchemy. But why has Piers crossed the Eastern Sea and what is his mission?

Transferring Golden Sun Data

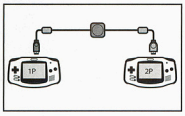
If you've completed the original Golden Sun, dig out the Game Pak—you can transfer the clear data to Golden Sun: The Lost Age. To bring up the Send option in the original Golden Sun, press and hold the R Button and Left on the Control Pad, then press Start. Select Send and press the A Button to bring up the file-selection screen. Select the data file that you would like to transfer and press the A Button to bring up the Transfer Method screen. You have two options for transferring your data.

A Link to the Past



Why transfer your data? Because if you did certain things in the first game, special events will be unlocked in Golden Sun: The Lost Age. (The events are explained throughout the walk-through.) Additionally, you'll import all of your character data (equipment, Djinn, etc.) for Isaac, Garet, Ivan and Mia.

Cable Transfer Method



Connect two GBA systems using the GBA Game Link Cable. Insert Golden Sun into one of the systems and Golden Sun: The Lost Age into the other system. Choose Cable from the Transfer Method screen in both games and press the A Button. The data transfer will begin automatically.

Password Transfer Method

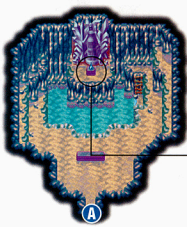
In the original Golden Sun, select Password from the Transfer Method screen, choose a password level (Gold, Silver or Bronze) and press the A Button. Carefully write down the password that appears on screen. In Golden Sun: The Lost Age, select Password from the Transfer Method screen, select your password level, and carefully enter your password.

Using the Guide

Some of the information in the guide has been condensed into handy little map keys, call-outs and charts. Read on to learn how to discern all of the valuable data.

Map Key

- ARMOR SHOP
- WEAPON SHOP
- ITEM SHOP
- ARMOR, WEAPON AND ITEM SHOP
- INN
- SANCTUM
- BLACKSMITH
- 12 GOLD COINS
- ITEM LOCATION
- DJINNI/ENEMY LOCATION



Enemy Data

The world of Weyard is a dangerous place, especially since the eruption of Mt. Aleph. You'll encounter numerous foes throughout your journey, so we've provided some information that should help you vanquish them. Note that random battles occur only in dungeons and on the world map. Boss battles can occur anywhere.

Mini-Goblin

HP	EP	ATK	DEF	AGILITY	EXP	COINS
62	0	61	16	25	25	28

HP–Hit Points; the enemy is defeated when its HP reaches zero.
PP–Psynergy Points; required to cast Psynergy.
ATK–Attack; determines the strength of the enemy's attacks.
DEF–Defense; affects how much damage your attacks inflict on the enemy.
AGILITY–Determines how quickly the enemy takes its turn.
EXP–Experience Points; the amount of experience each character gains from defeating the enemy.
COINS–The number of coins your party receives for defeating the enemy.

Inaccessible Areas

Many areas in the game aren't accessible until your party has learned a certain Psynergy or acquired a special item. In such instances, black boxes like this one will explain what you need to reach the area and refer you to the page number that details what to do when you come back.

Alex

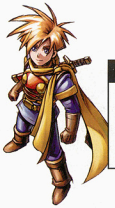
Alex comes from a tribe that has protected the Mercury Lighthouse for generations. It's unknown why he has forsaken that ancient duty and now seeks to activate the lighthouses. He is always cool, calm and collected, unlike his former comrades Saturos and Menardi.

Agatio

Agatio is a member of the Fire tribe from the frozen wasteland of Prox. Incredibly strong and driven, he is hampered somewhat by his tendency to leap into a fight without thinking, as well as by his lack of substance between the ears. He spends his time with Karst, another baddie who wants your party gone.

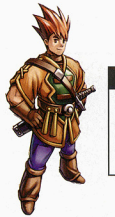
Karst

Karst is Menardi's sister and a member of the same tribe as Agatio is. She seeks not only to finish what Saturos and Menardi started, but to extract revenge from Isaac and company for defeating her sister atop the Venus Lighthouse. Cruel and determined, Karst is not the type of person you want to anger.



Isaac

The main character in the original Golden Sun, Isaac was born and raised in Vale. After defeating Saturos and Menardi at the top of the Venus Lighthouse, he set sail for Lemuria. Did he ever find the fog-shrouded island? And will he stop Felix and company from activating the final two lighthouses?



Garet

Garet has been Isaac's best friend since childhood, but the two couldn't be more different. Whereas Isaac is quiet and thoughtful, Garet's a bit hot-tempered and often comes to rash decisions. Nevertheless, Garet is fiercely loyal to his friend and is a good-hearted person overall.

Mia

Mia is a descendant of the same tribe as Alex is. Unlike her former apprentice, however, she still strives to protect the elemental lighthouses. Having failed to prevent the Mercury Lighthouse from being lit, she joined Isaac and company to defend the remaining lighthouses.

Ivan

Raised by a merchant in Kalay, Ivan is incredibly powerful for one so young. Adepts are rarely seen in Kalay, so Ivan was considered an oddity by most of his own people (which has made him somewhat self-conscious). He is a kind and gentle soul, however, and seeks only to do what's right.

Djinn

As you play Golden Sun: The Lost Age, you will encounter small creatures called Djinn (Djinni is singular, Djinn is plural). Some will join you willingly and others will join you only after a fight. By using the powers of the Djinn wisely, you can dramatically increase your characters' abilities. The map below shows where each Djinni is located. Some of the Djinn could be found in the original Golden Sun and will not appear as shown on the map if you've already collected them and transferred your clear data. Instead, you'll automatically acquire the Djinn when you join up with Isaac and company.

- A ECHO
- B FOG
- C BREATH
- D CANNON
- E IRON
- F SOUR
- G ETHER
- H BLITZ
- I SPARK
- J KINDLE
- K CHILL
- L WAFT
- M CHAR
- N CASCADE SPRING
- O STEEL MUD
- P FLOWER
- Q STEAM
- R WHEEZE
- S REFLUX
- T HAZE
- U COAL
- V RIME
- W TINDER
- X AROMA
- Y PETRA
- Z CORE
- AA SALT
- BB WHORL FLINT QUARTZ GRANITE FROUND TONIC SLEET FIZZ SPRITZ DEW
- CC ZEPHYR BREEZE SQUALL LUFF FORGE FEVER CORONA SCORCH TORCH
- DD GEODE
- EE GUST
- FF EDDY GASP
- GG FLASH FURY
- HH GEL
- II LULL
- JJ MOLD MIST
- KK BALM FUGUE
- LL MELD SERAC
- MM CRYSTAL
- NN GALE VINE

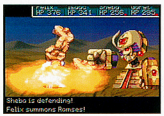
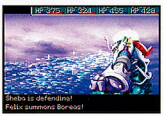
Overworld Map — Djinn Locations

Summoned Spirits

Djinn can be used to summon spirits in battle. Which spirits you can summon depends on what types of Djinn and how many Djinn you have on standby. The spirits below are all of a single elemental type and require only Djinn of the same elemental type to summon. (The numbers next to their names indicate how many Djinn of that type are required.) The spirits on page 13 are multielemental, requiring multiple types of Djinn to summon, and can be acquired only by finding the corresponding stone tablet.

Elemental Bonus

When a character summons a spirit, the character's elemental power of the summoned spirit's type rises for the duration of the battle. The stronger the spirit, the higher the boost. Try to summon spirits using characters whose Psynergy will benefit the most from such a boost.

Venus	Mars	Mercury	Jupiter
1 Venus The elemental power of earth	**1 Mars** The elemental power of fire	**1 Mercury** The elemental power of water	**1 Jupiter** The elemental power of wind
2 Ramses  Guardian of an immortal pharoah	**2 Kirin** A mystical beast cloaked in flame	**2 Nereid** Princess of the sea spirits	**2 Atalanta** The heavenly huntress
3 Cybele The great mother of the earth	**3 Tiamat** The queen of all dragons	**3 Neptune** An incarnation of the sea king	**3 Procne** A goddess in bird form
4 Judgment The might of the apocalypse	**4 Meteor** A meteorite from deep space	**4 Boreas**  The god of the north wind	**4 Thor** The mighty god of thunder

Djinn Types

Djinn are divided into four types: Venus (earth), Mercury (water), Mars (fire) and Jupiter (wind). A Djinni's elemental type determines how it will affect your characters' statistical attributes (see below), their class types and their selection of Psynergy (see next page). Properly managing your Djinn is perhaps the most important aspect of the game.

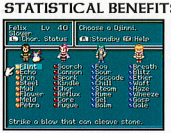
Finding Djinn on the World Map

Most Djinn are located in towns and dungeons, but you can find a few on the world map. To acquire a Djinni on the world map, you must defeat it in a random battle. Wander around the areas indicated on the map on the previous page and in the walk-through; it may take a while, but you'll encounter the Djinni eventually.

Trading Djinn

A character can give or trade a Djinni to another character, depending on how many Djinn each character possesses. If character A has more Djinn than character B, character A can give or trade a Djinni to character B, but character B can only trade a Djinni with character A. If both characters have the same number of Djinn, they can trade with each other, but neither character can give a Djinni to the other character.

Statistical Benefits



Djinn can affect your characters' stats. Most Djinn give the best statistical boost when paired with a character who shares their elemental type. To affect a character's stats, a Djinni must be in the Set condition (see below).

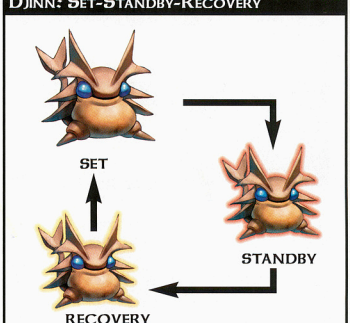
How They Work

Djinn have three status conditions: Set, Standby and Recovery. The Djinn commands available in battle change depending on each Djinni's status. If a Djinni is set, it can be unleashed in battle. After a Djinni is unleashed, it automatically switches to standby and can be used to summon spirits (see next page). After you've used a Djinni to summon a spirit, the Djinni spends some time recovering then goes back to being set.

Changing a Djinni's Status Manually

You can also switch a Djinni's status between set and standby on the Djinni Field Commands screen by pressing the R Button. Hold down the R Button and press Select to switch all Djinn on-screen from set to standby (or vice versa).

Djinn: Set-Standby-Recovery



AZUL

An awakened dragon from the deep; requires three Venus Djinn and four Mercury Djinn to summon.

CATASTROPHE

The embodiment of destruction; requires three Mars Djinn and five Jupiter Djinn to summon.

COATLICUE

A goddess bearing the water of life; requires three Mercury Djinn and three Jupiter Djinn to summon.

DAEDALUS

Master craftsman of ancient times; requires three Venus Djinn and four Mars Djinn to summon.

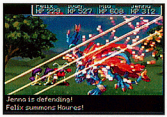
ECLIPSE

A dragon whose wings span the skies; requires two Mercury Djinn and three Jupiter Djinn to summon.

FLORA

The wind rider, goddess of flowers; requires two Jupiter Djinn and one Venus Djinni to summon.

HAURES



A beast that sunders darkness; requires three Venus Djinn and two Mars Djinn to summon.

MEGAERA

The goddess of vengeance; requires one Mars Djinni and one Jupiter Djinni to summon.

MOLOCH

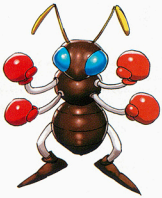
The sacred ice monster; requires two Mercury Djinn and one Jupiter Djinni to summon.

ULYSSES

A legendary wandering mage; requires two Mars Djinn and two Mercury Djinn to summon.

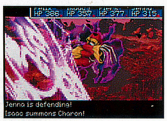
ZAGAN

Earth's might enflamed; requires one Venus Djinni and one Mars Djinni to summon.



SPECIAL SUMMONS

You can receive two extra-special summons from a secret area called Anemos Sanctum in the town of Contigo. You must have all 28 Djinn from the first Golden Sun game (and transfer your data) to access the area. See the end of the walk-through section for information on clearing the sanctum and making the summons your own.



CHARON

The ferryman on the River Styx: the mighty summon Charon requires eight Venus Djinn and two Jupiter Djinn to summon.

IRIS

The most powerful summon in the game is Iris. Once you've defeated Dullahan, you can use Iris to inflict extreme damage on your enemies and to heal your entire party. It requires four Mercury Djinn and nine Mars Djinn to summon.

Psynergy

Psynergy (psychic energy) can be used in battle or to solve many of the game's puzzles. Characters are bestowed with new types of Psynergy by obtaining certain items (see below), leveling up or setting a new Djinni. Each Psynergy requires a certain number of Psy Points (PP) to use. Your characters' Psy Points are gradually replenished as you walk around and fully replenished (along with your HP) when you stay at an inn.

Equipping Psynergy Items

Certain items bestow new types of Psynergy when equipped. Avoid giving an abundance of such items to a single character or that character may have trouble maintaining a decent number of Psy Points—which could cause you problems during difficult battles.

Using Psynergy In and Out of Battle

Always be mindful of what types of Psynergy your party possesses. You can use Psynergy to discover secret areas and hidden treasures or to take advantage of an enemy's weakness. Proper use of Psynergy can mean the difference between success and failure in your quest.

Character Classes

The types of Djinn set to a character determine the character's class. A character's class affects his or her statistical attributes and selection of Psynergy. Pages 14-17 provide complete information on every character class in the game. Each table's title presents the character type, and the tables themselves detail the individual classes. The first six classes are default—you will achieve them if you equip a character only with Djinn of his or her elemental type. After that, the classes become more complex and require you to mix and match elemental types. Some of the later classes are difficult to use early on—as they tend to give you low stat bonuses—but they allow you to learn rare and powerful types of Psynergy at higher levels. Study the charts carefully! Having a party with different and well-balanced classes is your most powerful tool in the battle against evil. For descriptions of the Psynergy, see pages 170-175.

Knight (Felix & Isaac)

Felix's and Isaac's default class; characters in the Knight class can learn strong earth attack Psynergy and receive substantial parameter increases.

Class	Djinn Required	HP	PP	Atk	Def	Agl	Luck
Squire	–	+10%	-20%	+10%	–	+10%	–
Knight	Venus x2	+30%	-10%	+20%	+10%	+20%	–
Gallant	Venus x4	+50%	–	+30%	+20%	+30%	–
Lord	Venus x6	+70%	+10%	+40%	+30%	+40%	–
Slayer	Venus x8	+90%	+20%	+50%	+40%	+50%	–

* Class must be higher than Gallant
** Changes to Odyssey after Lord class

Lev.	Psynergy
1	Cure
2	Quake
4	Earthquake
6	Spire
7	Gaia*
10	Cure Well
13	Ragnarok**
14	Quake Sphere
19	Revive*
20	Clay Spire
24	Mother Gaia*
26	Potent Cure
42	Stone Spire
54	Grand Gaia*

Flame User (Jenna)

Jenna's default class; as a Flame User, Jenna's a bit down on her luck, but the Healing Aura is great for healing your entire party.

Class	Djinn Required	HP	PP	Atk	Def	Agl	Luck
Flame User	–	–	+20%	–	–	+20%	-10%
Witch	Mars x2	+10%	+30%	+10%	+10%	+30%	-10%
Hex	Mars x4	+30%	+40%	+20%	+20%	+40%	-10%
Fire Master	Mars x6	+50%	+50%	+30%	+30%	+50%	-10%
Justice	Mars x8	+70%	+60%	+40%	+40%	+60%	-10%

* Class must be higher than Hex

Lev.	Psynergy
1	Flare
5	Fume
6	Flare Wall
7	Beam
8	Aura*
10	Impair
16	Healing Aura
18	Flare Storm
21	Cycle Beam
23	Debilitate
26	Serpent Fume
33	Cool Aura
41	Searing Beam
47	Dragon Fume

Fighter (Garet)

Garet's default class; Impair decreases your opponent's Defense, which can give you a much-needed advantage in boss battles.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Guard	–	+10%	-20%	–	+10%	-30%	–
Soldier	Mars x2	+30%	-10%	+10%	+20%	-20%	–
Warrior	Mars x4	+50%	–	+20%	+30%	-10%	–
Champion	Mars x6	+70%	+10%	+30%	+40%	–	–
Hero	Mars x8	+90%	+20%	+40%	+50%	+10%	–

* Class must be higher than Warrior
** Changes to Lupifier after Champion class

Lev.	Psynergy
1	Flare
3	Guard*
4	Fire
6	Flare Wall
8	Volcano
9	Impair*
12	Heat Wave**
14	Fireball
15	Protect*
18	Flare Storm
22	Eruption
28	Debilitate
36	Inferno*
48	Pyroclasm

Magician (Sheba & Ivan)

Sheba's and Ivan's default class; magicians are a speedy bunch, and the Whirlwind Psynergy is required to get through many of the game's dungeons.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Wind Seer	–	-20%	+40%	-20%	-10%	+30%	+10%
Magician	Jupiter x2	-10%	+50%	-10%	–	+40%	+10%
Mage	Jupiter x4	+10%	+60%	–	+10%	+50%	+10%
Magister	Jupiter x6	+30%	+70%	+15%	+20%	+60%	+10%
Sorcerer	Jupiter x8	+50%	+80%	+20%	+30%	+70%	+10%

* Class must be higher than Magician
** Class must be higher than Mage

Lev.	Psynergy
1	Whirlwind
2	Ray
5	Impact*
6	Ward**
8	Plasma
12	Sleep
14	Storm Ray
17	Bind
18	Tornado
21	High Impact*
22	Resist**
26	Shine Plasma
36	Destruct Ray
44	Tempest
50	Spark Plasma

Mariner (Piers)

Piers's default class; aside from HP, the parameter increases are a bit lackluster. This is the only class that enables Piers to use Frost, however.

Class	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Mariner	–	+10%	-10%	–	–	-10%	+20%
Privateer	Mercury x2	+30%	–	+10%	+10%	–	+20%
Commander	Mercury x4	+50%	+10%	+20%	+10%	+10%	+20%
Captain	Mercury x6	+70%	+20%	+30%	+20%	+20%	+20%
Admiral	Mercury x8	+90%	+30%	+40%	+30%	+30%	+20%

* Changes to Diamond Berg after Commander class
** Class must be higher than Privateer

Lev.	Psynergy
1	Frost
2	Ply
4	Cool
5	Cure Poison
6	Avoid*
8	Tundra
12	Diamond Dust**
13	Restore
17	Ply Well
21	Supercool
24	Glacier
30	Break
35	Pure Ply
48	Megacool

Priest (Mia)

Mia's default class; the PP increases are nice, but even better are the Wish Psynergy that allow her to heal the entire party.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Water Seer	–	-10%	+30%	-10%	–	-20%	+30%
Scribe	Mercury x2	–	+40%	–	+10%	-10%	+30%
Cleric	Mercury x4	+20%	+50%	+10%	+20%	–	+30%
Paragon	Mercury x6	+40%	+60%	+20%	+30%	+10%	+30%
Angel	Mercury x8	+60%	+70%	+30%	+40%	+20%	+30%

* Class must be higher than Cleric

Lev.	Psynergy
1	Ply
2	Frost
4	Ice
5	Cure Poison
8	Wish*
9	Tundra
13	Restore
16	Ply Well
17	Ice Horn
22	Wish Well*
24	Glacier
30	Break
34	Pure Ply
42	Ice Missile
46	Pure Wish*

Swordsman (Felix, Isaac, Piers & Mia)

Characters in the Swordsman class receive decent Attack and Defense increases. They can also learn the mega-useful Revive Psynergy.

CLASS	DJINN REQUIRED: FELIX & ISAAC	DJINN REQUIRED: PIERS & MIA	HP	PP	ATK	DEF	AGL	LUCK
Swordsman	Mercury x1	N/A	–	-10%	+10%	+10%	-10%	+20%
Defender	Mercury x2	N/A	+20%	–	+20%	+20%	–	+20%
Cavalier	Mercury x4	Venus x6	+40%	+10%	+30%	+30%	+10%	+20%
Guardian	Mercury x6 Venus x1	Venus x7 Mercury x1	+70%	+30%	+40%	+40%	+30%	+20%
Protector	Mercury x8 Venus x2	N/A	+90%	+40%	+50%	+50%	+40%	+20%

* Class must be higher than Defender
** Changes to Plume Edge after Guardian class
***Class must be higher than Cavalier

Lev.	Psynergy
1	Ply*
4	Thorn
5	Cure Poison
6	Avoid*
8	Wish***
11	Cutting Edge**
13	Restore
14	Brize
15	Ply Well*
15	Revive
22	Wish Well***
30	Break
34	Pure Ply*
36	Nettle
46	Pure Wish***

Luminier (Jenna, Garet, Piers & Mia)

Luminier is similar to the Swordsman class but calls for Mars Djinn instead of Jupiter Djinn. Parameter increases are identical, but the Psynergy is different.

CLASS	DJINN REQUIRED: JENNA & GARET	DJINN REQUIRED: PIERS & MIA	HP	PP	ATK	DEF	AGL	LUCK
Swordsman	Mercury x1	N/A	–	-10%	+10%	+10%	-10%	+20%
Defender	Mercury x2	N/A	+20%	–	+20%	+20%	–	+20%
Cavalier	Mercury x4	N/A	+40%	+10%	+30%	+30%	+10%	+20%
Luminier	Mercury x6 Mars x1	Mars x7 Mercury x1	+70%	+30%	+40%	+40%	+30%	+20%
Radiant	Mercury x7 Mars x2	N/A	+90%	+40%	+50%	+50%	+40%	+20%

* Class must be higher than Defender
** Changes to Plume Edge after Luminier class
***Class must be higher than Cavalier

Lev.	Psynergy
1	Ply*
2	Blast
4	Guard
5	Cure Poison
6	Avoid*
8	Wish***
10	Mud Blast
11	Cutting Edge**
13	Restore
15	Protect
15	Ply Well*
22	Wish Well***
28	Fiery Blast
30	Nettle
34	Pure Ply*
46	Pure Wish***

Apprentice (Felix, Isaac, Sheba & Ivan)

The Apprentice class invovles a nice mix of solid parameter increases and some powerful Psynergy.

CLASS	DJINN REQUIRED: FELIX & ISAAC	DJINN REQUIRED: SHEBA & IVAN	HP	PP	ATK	DEF	AGL	LUCK
Apprentice	Jupiter x1	N/A	–	+20%	+10%	–	+20%	-10%
Illusionist	Jupiter x2	N/A	+20%	+30%	+20%	+10%	+30%	-10%
Enchanter	Jupiter x4	Venus x6	+40%	+40%	+30%	+20%	+40%	-10%
Conjurer	Jupiter x6 Venus x1	Venus x7 Jupiter x1	+70%	+60%	+40%	+30%	+60%	-10%
War Adept	Jupiter x7 Venus x2	N/A	+90%	+70%	+50%	+40%	+70%	-10%

* Class must be higher than Enchanter
** Changes to Thunder Mine after Conjurer class

Lev.	Psynergy
1	Delude
3	Impact*
6	Gaia
9	Ward*
9	Weaken
14	Astral Blast**
17	Haunt
20	Curse
21	High Impact*
22	Resist*
24	Mother Gaia
25	Enfeeble
31	Drain
39	Psy Drain
54	Grand Gaia

Page (Jenna, Garet, Sheba & Ivan)

The Page class is similar to the Apprentice class, but it requires Mars Djinn instead of Venus Djinn at the higher levels.

CLASS	DJINN REQUIRED: JENNA & GARET	DJINN REQUIRED: SHEBA & IVAN	HP	PP	ATK	DEF	AGL	LUCK
Page	Jupiter x1	N/A	–	+20%	+10%	–	+20%	-10%
Illusionist	Jupiter x2	N/A	+20%	+30%	+20%	+10%	+30%	-10%
Enchanter	Jupiter x4	Mars x6	+40%	+40%	+30%	+20%	+40%	-10%
Conjurer	Jupiter x6 Mars x1	Mars x7 Jupiter x1	+70%	+60%	+40%	+30%	+60%	-10%
War Adept	Jupiter x7 Mars x2	N/A	+90%	+70%	+50%	+40%	+70%	-10%

* Class must be higher than Enchanter
** Changes to Thunder Mine after Conjurer class

Lev.	Psynergy
1	Delude
3	Guard*
3	Impact*
6	Ward*
8	Volcano
9	Weaken
11	Astral Blast**
16	Sleep
15	Protect*
21	High Impact*
22	Eruption
22	Resist
25	Enfeeble
31	Drain
39	Psy Drain
48	Pyroclasm

Brute (Felix, Isaac, Jenna & Garet)

Characters in the Brute class have the worst Luck in the entire game, but the high HP and ATK increases are worth it.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	FELIX & ISAAC	JENNA & GARET						
Brute	Mars x1	Venus x1	–	-30%	+20%	-10%	+10%	-30%
Ruffian	Mars x2	Venus x2	+20%	+20%	+30%	–	+20%	-30%
Savage	Mars x4	Venus x4	+40%	-10%	+40%	+10%	+30%	-30%
Barbarian	Mars x5	Venus x5	+60%	–	+50%	+20%	+40%	-30%
Berserker	Mars x6 Venus x1	Venus x6 Mars x1	+80%	+10%	+60%	+30%	+50%	-30%
Chaos Lord	Mars x7 Venus x2	Venus x7 Mars x2	+100%	+20%	+70%	+40%	+60%	-30%

* Class must be higher than Savage
** Changes to Planetary after Berserker class

Lev.	Psynergy
1	Growth
6	Blast
7	Spire*
9	Impair*
12	Mad Growth
13	Planet Diver**
16	Nova
17	Haunt
19	Revive*
20	Clay Spire*
23	Debilitate*
24	Curse
28	Wild Growth
29	Condemn
40	Supernova
42	Stone Spire

Sage (Sheba, Ivan, Piers & Mia)

Sages are quite speedy and receive a huge PP boost. Their Psynergy makes them great supporting characters in battle.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	SHEBA & IVAN	PIERS & MIA						
Hermit	Mercury x1	Jupiter x1	-20%	+40%	-20%	-10%	+30%	+20%
Elder	Mercury x2	Jupiter x2	-10%	+50%	-10%	–	+40%	+20%
Scholar	Mercury x4	Jupiter x4	+10%	+60%	–	+10%	+50%	+20%
Savant	Mercury x5	Jupiter x5	+30%	+70%	+10%	+20%	+60%	+20%
Sage	Mercury x6 Jupiter x1	Jupiter x6 Mercury x1	+50%	+80%	+20%	+30%	+70%	+20%
Wizard	Mercury x7 Jupiter x2	Jupiter x7 Mercury x2	+70%	+90%	+30%	+40%	+80%	+20%

* Class must be higher than Scholar

Lev.	Psynergy
1	Impact
6	Prism
8	Plasma
12	Wish*
18	Bind
21	High Impact
22	Hail Prism
24	Wish Well*
26	Shine Plasma
30	Break
31	Drain
35	Psy Drain
46	Pure Wish*
50	Spark Plasma*
52	Freeze Prism

Samurai (Felix, Isaac, Jenna & Garet)

The HP increase for the Samurai class is the largest in the game. This class has no real weakness, so it requires a lot of Djinn.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	FELIX & ISAAC	JENNA & GARET						
Samurai	Mars x4, Jupiter x3	Venus x4, Jupiter x3	+50%	+30%	+50%	+40%	+40%	-10%
Ronin	Mars x5, Jupiter x4	Venus x5, Jupiter x4	+110%	+40%	+60%	+50%	+50%	-10%

* Changes to Epicenter after Ronin class
** Changes to Thorny Grave after Ronin class
*** Changes to Skull Splitter after Ronin class

Lev.	Psynergy
3	Guardian
5	Demon Spear
6	Rockslide
8	Lava Shower
10	Magic Shell
12	Dragon Cloud*
15	Protector
18	Demon Night**
21	Angel Spear
22	Molten Bath
24	Rockslide
27	Magic Shield
33	Helm Splitter***
40	Quick Strike
48	Magma Storm
54	Avalanche

White Mage (Sheba, Ivan, Piers & Mia)

White Mage is a good support class. Its characters learn a lot of healing and stat-altering Psynergy.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	SHEBA & IVAN	PIERS & MIA						
White Mage	Mercury x4, Venus x3	Jupiter x4, Venus x3	+50%	+80%	+30%	+30%	+50%	+30%
Pure Mage	Mercury x5, Venus x4	Jupiter x5, Venus x4	+70%	+90%	+40%	+40%	+60%	+30%

Lev.	Psynergy
1	Cure Poison
6	Prism
8	Plasma
9	Ward
11	Dull
12	Wish
13	Restore
17	Revive
22	Hail Prism
24	Wish Well
26	Shine Plasma
31	Resist
37	Blunt
46	Spark Plasma
46	Pure Wish
52	Freeze Prism

Water Seer (Felix, Isaac, Piers & Mia)

The Water Seer is a good class if you're looking for lots of healing Psynergy. Attack Psynergy is fairly weak until level 29, however.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	FELIX & ISAAC	PIERS & MIA						
Seer	N/A	Venus x1	-10%	+30%	-10%	-10%	+10%	–
Diviner	N/A	Venus x2	+10%	+40%	–	–	+20%	–
Shaman	Mercury x6	Venus x4	+20%	+50%	+10%	+10%	+30%	–
Druid	Mercury x7 Venus x1	Venus x6 Mercury x1	+50%	+70%	+30%	+30%	+50%	–
Oracle	N/A	Venus x7 Mercury x2	+70%	+80%	+40%	+40%	+60%	–

* Class must be higher than Shaman

Lev.	Psynergy
1	Cure
2	Froth
3	Growth
5	Cure Poison
8	Wish*
10	Cure Well
12	Mad Growth
13	Restore
14	Froth Sphere
19	Revive*
22	Wish Well*
26	Potent Cure
29	Wild Growth
30	Splash
40	Froth Spiral
46	Pure Wish*

Wind Seer (Felix, Isaac, Sheba & Ivan)

Wind Seers receive the same parameter increases as Water Seers, but they learn a few different types of Psynergy.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	FELIX & ISAAC	SHEBA & IVAN						
Seer	N/A	Venus x1	-10%	+30%	-10%	-10%	+10%	–
Diviner	N/A	Venus x2	+10%	+40%	–	–	+20%	–
Shaman	Jupiter x6	Venus x4	+20%	+50%	+10%	+10%	+30%	–
Druid	Jupiter x7 Venus x1	Venus x6 Jupiter x1	+50%	+70%	+30%	+30%	+50%	–
Oracle	N/A	Venus x7 Jupiter x2	+70%	+80%	+40%	+40%	+60%	–

* Class must be higher than Shaman

Lev.	Psynergy
1	Cure
2	Bolt
3	Growth
5	Flash Bolt
7	Ward*
10	Cure Well
12	Mad Growth
18	Bind
19	Revive*
22	Blue Bolt
23	Resist*
26	Potent Cure
29	Wild Growth
31	Drain
39	Psy Drain

Dragoon (Felix, Isaac, Jenna & Garet)

Characters in the Dragoon class get impressive HP, ATK and DEF parameter boosts. They also learn Ply and Wish, making them great multitaskers.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	FELIX & ISAAC	JENNA & GARET						
Dragoon	Mercury x3, Mars x3	Mercury x3, Venus x3	+60%	+30%	+40%	+40%	+10%	+30%
Templar	Mercury x4, Mars x4	Mercury x4, Venus x4	+80%	+40%	+50%	+50%	+20%	+30%
Paladin	Mercury x5, Mars x4	Mercury x5, Venus x4	+100%	+50%	+60%	+60%	+30%	+30%

* Changes to Plume Edge after the Templar class

Lev.	Psynergy
1	Ply
2	Blast
4	Thorn
5	Cure Poison
6	Avoid
8	Wish
10	Mad Blast
11	Cutting Edge*
13	Restore
16	Ply Well
17	Briar
22	Wish Well
27	Fiery Blast
34	Pure Ply
36	Nettle
46	Pure Wish

Ninja (Felix, Isaac, Jenna & Garet)

As you might expect, Ninjas are the most agile class in the game. They also learn many unique types of Psynergy.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	FELIX & ISAAC	JENNA & GARET						
Ninja	Jupiter x3, Mars x3	Jupiter x3, Venus x3	+60%	+40%	+50%	+20%	+70%	-20%
Disciple	Jupiter x4, Mars x4	Jupiter x4, Venus x4	+80%	+50%	+60%	+30%	+80%	-20%
Master	Jupiter x5, Mars x4	Jupiter x5, Venus x4	+100%	+60%	+70%	+40%	+90%	-20%

* Changes to Death Leap after the Disciple class

Lev.	Psynergy
1	Gale
4	Punji
6	Fire Bomb
7	Mist
8	Thunderclap
12	Death Plunge*
15	Punji Trap
16	Cluster Bomb
18	Typhoon
21	Shuriken
26	Thunderbolt
31	Annihilation
36	Punji Strike
40	Corpet Bomb
44	Hurricane
50	Thunderhead

Pilgrim A (Jenna, Garet, Piers & Mia)

Characters in the Pilgrim A class receive decent parameter increases, but they don't learn their fire and healing Psynergy until they become Ascetics.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	JENNA & GARET	PIERS & MIA						
Pilgrim	N/A	Mars x1	-10%	+20%	-10%	–	+20%	+20%
Wanderer	N/A	Mars x2	+10%	+30%	–	+10%	+30%	+20%
Ascetic	Mercury x6	Mars x4	+20%	+40%	+10%	+20%	+40%	+20%
Water Monk	Mercury x7 Mars x1	Mars x6 Mercury x1	+50%	+60%	+30%	+40%	+60%	+20%
Guru	N/A	Mars x7 Mercury x2	+70%	+70%	+40%	+50%	+70%	+20%

* Class must be higher than Ascetic

Lev.	Psynergy
1	Douse
5	Cure Poison
6	Prism
8	Volcano*
9	Wish*
12	Drench
13	Restore
20	Hail Prism
22	Eruption*
24	Wish Well*
30	Deluge
34	Break
46	Pure Wish*
48	Pyroclasm*
52	Freeze Prism

Pilgrim B (Jenna, Garet, Sheba & Ivan)

The parameter increases are identical in both Pilgrim classes, but characters in the Pilgrim B class learn support Psynergy instead of Wish.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	JENNA & GARET	SHEBA & IVAN						
Pilgrim	N/A	Mars x1	-10%	+20%	-10%	–	+20%	+20%
Wanderer	N/A	Mars x2	+10%	+30%	–	+10%	+30%	+20%
Ascetic	Jupiter x6	Mars x4	+20%	+40%	+10%	+20%	+40%	+20%
Fire Monk	Jupiter x7 Mars x1	Mars x6 Jupiter x1	+50%	+60%	+30%	+40%	+60%	+20%
Guru	N/A	Mars x7 Jupiter x2	+70%	+70%	+40%	+50%	+70%	+20%

* Class must be higher than Ascetic

Lev.	Psynergy
1	Slash
6	Ward*
8	Volcano*
9	Plasma
10	Wind Slash
18	Bind
22	Eruption*
24	Resist*
26	Shine Plasma
30	Sonic Slash
33	Drain
41	Psy Drain
48	Pyroclasm
50	Spark Plasma

Medium (Sheba, Ivan, Piers & Mia)

Mediums don't get much of an ATK boost considering how many Djinn the class requires, but the Psynergy more than makes up for it.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	SHEBA & IVAN	PIERS & MIA						
Medium	Venus x3, Mercury x3	Venus x3, Jupiter x3	+30%	+70%	+20%	+20%	+50%	-10%
Conjurer	Venus x4, Mercury x4	Venus x4, Jupiter x4	+50%	+80%	+30%	+30%	+60%	-10%
Dark Mage	Venus x5, Mercury x4	Venus x5, Jupiter x4	+70%	+90%	+40%	+40%	+70%	-10%

Lev.	Psynergy
1	Bolt
2	Froth
3	Cure
6	Flash Bolt
10	Cure Well
14	Froth Sphere
17	Haunt
19	Revive
28	Curse
22	Blue Bolt
26	Potent Cure
29	Condemn
31	Drain
36	Psy Drain
40	Froth Spiral

Ranger (Sheba, Ivan, Piers & Mia)

The Ranger class is extremely well-rounded. Characters receive a substantial increase for every parameter and learn an impressive mix of elemental Psynergy.

CLASS	DJINN REQUIRED		HP	PP	ATK	DEF	AGL	LUCK
	SHEBA & IVAN	PIERS & MIA						
Ranger	Mars x3, Mercury x3	Mars x3, Jupiter x3	+30%	+60%	+20%	+20%	+60%	+20%
Bard	Mars x4, Mercury x4	Mars x4, Jupiter x4	+50%	+70%	+30%	+30%	+70%	+20%
Warlock	Mars x5, Mercury x4	Mars x5, Jupiter x4	+70%	+80%	+40%	+40%	+80%	+20%

Lev.	Psynergy
1	Slash
2	Douse
6	Ward
8	Volcano
10	Wind Slash
12	Drench
18	Bind
22	Eruption
24	Resist
30	Sonic Slash
30	Deluge
33	Drain
34	Splash
41	Psy Drain
48	Pyroclasm

Pierrot (All Characters)

Any character can become a Pierrot, but only by equipping the Mysterious Card. The attack Psynergy for this class is quite powerful.

CLASS	DJINN REQUIRED				HP	PP	ATK	DEF	AGL	LUCK
	FELIX & ISAAC	JENNA & GARET	SHEBA & IVAN	PIERS & MIA						
Pierrot	–	–	–	–	–	-20%	–	+10%	+30%	+20%
Harlequin	Jupiter, Mars Mercury x1	Jupiter, Venus Mercury x1	Venus, Mars Mercury x1	Venus, Mars Jupiter x1	+30%	–	+10%	+20%	+40%	+20%
Punchinello	Jupiter, Mars Mercury x2	Jupiter, Venus Mercury x2	Venus, Mars Mercury x2	Venus, Mars Jupiter x2	+60%	+10%	+30%	+30%	+50%	+20%
Acrobat	Jupiter, Mars Mercury x3	Jupiter, Venus Mercury x3	Venus, Mars Mercury x3	Venus, Mars Jupiter x3	+60%	+10%	+30%	+30%	+50%	+20%

* Class must be higher than Punchinello

Lev.	Psynergy
3	Baffle Card
5	Juggle
9	Avoid
10	Sword Card
13	Sabre Dance
15	Flame Card
17	Heat Juggle
22	Fire Breath
25	Thunder Card
27	Death Card
29	Backstab*
33	Bramble Card
37	Fiery Juggle
46	Frost Card

Dark Mage (All Characters)

The Dark Mage class requires a character to equip the Tomegathericon. Some of the Psynergy is unique to this class.

CLASS	DJINN REQUIRED				HP	PP	ATK	DEF	AGL	LUCK
	FELIX & ISAAC	JENNA & GARET	SHEBA & IVAN	PIERS & MIA						
Dark Mage	–	–	–	–	-20%	+40%	-20%	-10%	+40%	-10%
Crypt Lord	Jupiter, Mars Mercury x1	Jupiter, Venus Mercury x1	Venus, Mars Mercury x1	Venus, Mars Jupiter x1	–	+60%	–	+10%	+50%	-10%
Necrolyte	Jupiter, Mars Mercury x2	Jupiter, Venus Mercury x2	Venus, Mars Mercury x2	Venus, Mars Jupiter x2	+30%	+70%	+20%	+20%	+60%	-10%
Necromage	Jupiter, Mars Mercury x3	Jupiter, Venus Mercury x3	Venus, Mars Mercury x3	Venus, Mars Jupiter x3	+60%	+90%	+30%	+30%	+70%	-10%

* Class must be higher than Necrolyte
** Character must have defeated Dullahan

Lev.	Psynergy
1	Call Zombie
9	Prism
17	Haunt
19	Revive
20	Fire Puppet
22	Fiery Abyss
24	Curse
26	Call Demon*
29	Condemn
31	Drain
33	Poison Flow
39	Psy Drain
47	Call Dullahan**
53	Dire Inferno

Tamer (All Characters)

A character must possess the Trainer's Whip to become a Tamer. Tamers are unique in that they learn a different set of Psynergy for each class.

CLASS	DJINN REQUIRED				HP	PP	ATK	DEF	AGL	LUCK
	FELIX & ISAAC	JENNA & GARET	SHEBA & IVAN	PIERS & MIA						
Tamer	–	–	–	–	-20%	+40%	-20%	-10%	+40%	-10%
Trainer	Jupiter, Mars Mercury x1	Jupiter, Venus Mercury x1	Venus, Mars Mercury x1	Venus, Mars Jupiter x1	–	+60%	–	+10%	+50%	-10%
Beastkeeper	Jupiter, Mars Mercury x2	Jupiter, Venus Mercury x2	Venus, Mars Mercury x2	Venus, Mars Jupiter x2	+30%	+70%	+20%	+20%	+60%	-10%
Beast Lord	Jupiter, Mars Mercury x3	Jupiter, Venus Mercury x3	Venus, Mars Mercury x3	Venus, Mars Jupiter x3	+60%	+90%	+30%	+30%	+70%	-10%

Lev.	Psynergy		
	Tamer	Trainer	Beastkeeper	Beast Lord
1	Wild Wolf	Orc	Dinox	Troll
5	Cure Poison	Cure Poison	Cure Poison	Cure Poison
6	Impact	Impact	Impact	Impact
7	–	Pixie	Faery	Weird Nymph
10	Whiplash	Whiplash	Whiplash	Whiplash
10	Salamander	Cerberus	Chimera	Mucretail
13	Restore	Restore	Restore	Restore
15	–	–	Elder Wood	Estre Wood
20	Emu	Harpy	Gryphon	Minotaurus
22	High Impact	High Impact	High Impact	High Impact
24	–	–	–	Siren
28	–	–	Lich	Phoenix
32	–	Wyvern	Blue Dragon	Fire Dragon
38	–	–	–	Manticore
45	Roc	Grand Golem	Living Armor	Ghost Soldier

Surviving the Game

There are some basic strategies that you'll need to survive the world of Weyard, where Golden Sun: The Lost Age takes place. As you progress through the game, many of the tactics on these pages will become second nature—but they may not be so obvious at first. Once you've got a good idea of how the game (especially the combat system) functions, snap into action and learn by doing.

Battling for Success

Your character's most important aspect is his or her class. You will gain different types of Psynergy and statistical bonuses based on class. Consult pages 14-17 to see a list of all possible classes and what you must do to reach them. Another piece of strategy: Keep your Djinn on Set unless you're fighting a boss. You can take out most enemies with hand-to-hand combat, which saves your Djinn and leaves you with higher stats.

Fight the Good Fight

Each time you enter a battle, you can fight, try to flee (it won't always work) or check your stats. Battles are turn-based, which means you have as much time as you want to choose your strategy. If you make a mistake, press the B Button to back up. Once you input the command for the last character in line, the fighters will automatically carry out the moves.

Djinn are Swell

Djinn have three modes—Set, Standby and Recovery. A set Djinni gives characters certain stat bonuses and allows the use of Psynergy. A Djinni on standby can be used to summon a powerful creature—you can use multiple Djinn to summon more powerful creatures. It's a good idea to use one defensive or status-altering Djinni per turn in boss battles.

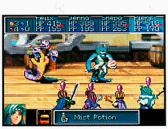
Know Your Foe

Each time you start a chapter, the guide will list all the enemies you will face in that particular area. Each race of enemies has the same stats (so all Mini-Goblins have 68 HP, for example). The abbreviations are as follows: HP = Hit Points, PP = Psynergy Points, ATK = Attack Power, DEF = Defensive Power, EXP = Experience Points received for beating the monster.

Mini-Goblin

HP	PP	ATK	DEF	AGILITY	EXP	COINS
62	0	61	16	25	25	28

Psynergy 101



Characters can use Psynergy as long as they have some PP left. PP slowly recovers over time (and also when you stay at an inn), so use as much Psynergy as you need. Note that many types of Psynergy are Djinn-dependent—so if your Djinn are on standby or recovering, you may lose abilities.

Talking It Over

There are hundreds of NPCs (non-player characters) inhabiting Weyard, and you can speak to them by facing them and pressing the A Button. You can also use a Psynergy called Mind Read to peer into their heads and glean secret thoughts. Using the Mind Read skill is the only way to learn certain types of information and communicate with a few select characters (especially animals).

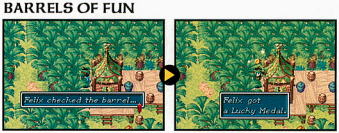
We Have Ways of Making You Talk

A few people will say different things if you speak to them multiple times. Many characters will also say different things if you speak to them once, then go off and complete a couple of events before speaking to them again.

Finding Items

Some of the game's hundreds of different items (including weapons and armor) are sold in stores, some are found in the open and others are hidden inside treasure chests and other containers. Weapons, items and armor that have special powers are called artifacts. If you sell an artifact to a store, the shopkeeper will say something like "What a rare find!" before giving you the money. If you want to buy back an artifact, you can do so at any shop—not just the one where you sold it.

Barrels of Fun



You can find items and coins in barrels, boxes and jars. To search a container, stand next to it and press the A Button. When you learn Reveal, you can also cast the spell and look for sparkles to know where items are hidden. We've labeled the maps to let you know which containers hold items so you don't have to look through every one yourself.

The Blacksmith

Sometimes you'll find an item that has no apparent purpose, such as Dark Matter. When you get such an item, take it to the blacksmith in Yallam and have him turn it into a weapon or piece of armor. For more information on how the blacksmith works, see page 81. For a complete listing of items that the blacksmith can work on, see page 167.

Inventory Management

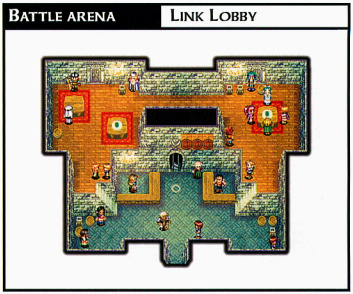
Each character can hold 15 items. You never know when you might come across a great new piece of equipment, so leave a couple of spots open. Otherwise you might have to trek back to the nearest town and sell something, or worse yet, drop an item. Once you drop an item, it's gone for good.

Battle Arena

Select the Battle option at the Golden Sun: The Lost Age title screen to enter the battle arena. In the arena, you can battle hordes of monsters to practice your combat strategies or—better yet—challenge a friend's party to a two-player linked battle. Don't worry—there are no consequences for losing in the battle arena (except perhaps a bruised ego) since your party returns to prebattle status when they're finished.

Single-Player Monster Battles

If you enter the battle arena without linking to another Game Boy Advance, you can enter a series of monster battles. You don't receive any experience points or coins for winning the battles, however; they're just for fun, and they provide an opportunity to experiment with different strategies and to hone your skills.



The Reception Desk

To enter a monster battle, talk to the girl behind the counter. When you're ready to fight, step into the Gladiator's Circle to the right of the counter. The door in front of you will open, and the battle will begin. Monster battles work the same way as battles in the main quest. When the monster battle ends, you'll automatically return to the lobby.

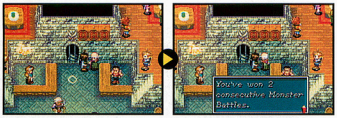
Old "Friends"

Only monsters that you have defeated in the main quest will appear in monster battles. If there's a particular foe you'd like to give a second beating, the battle arena is the place to go.

Keep 'Em Comin'

If you win a monster battle, the receptionist will ask if you want to fight the next monster. You can continue fighting until all of your party members have been defeated. If you decide to quit after a successful battle, your party's HP and PP will return to their maximum levels. (HP and PP are not replenished if you choose to continue fighting.)

CHECK OUT YOUR WINNING STREAK



Speak to the old man next to the battle arena entrance to find out how many consecutive monster battles you've won. He'll also offer words of encouragement, like a kind old grandfather (except that he's not related to you and there are probably few grandfathers who would encourage their grandsons to step inside a closed arena and battle dangerous monsters).

MAN OF THE CLOTH

The bearded gentleman upstairs offers all of the same services that you'd find in a sanctum—he can revive party members, cure poison, repel evil and remove curses. His usefulness is somewhat limited, however, since your party members automatically heal after their final battle.

TWO-PLAYER LINKED BATTLES

When you connect with another Game Boy Advance (via the Game Boy Advance Game Link cable), you can register for a two-player battle by talking to the woman at the reception desk. Once your opponent accepts your request for a battle, you're ready to rumble. Make whatever preparations you need to kick your opponent's behind (setting Djinn, equipping weapons, etc.), then step into the circle to the right of the counter. When both players have entered their circles, the door will open and the battle will commence.

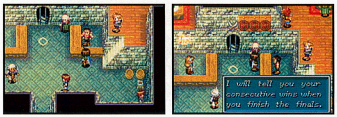
QUICK ON THE DRAW

After one player has entered all of his or her commands, the other player must finish entering commands within 15 seconds or all characters without commands will automatically defend. Enter your commands as quickly as possible to put the pressure on your opponent.

PARTY OF THREE

A party of up to three characters can participate in a linked battle. The character on the far right side of the party in the Field Commands menus will not be able to join the battle. To rearrange your party, go to the Status screen and use the L and R Buttons to move party members.

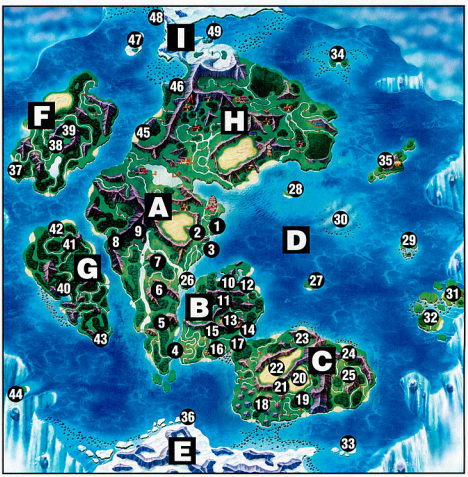
BATTLE RECORDS



Linked battle results are saved automatically (so if you lose, it goes on your permanent record). You can view your saved results by talking to the man behind the right-hand counter.

Map of Weyard

The Golden Sun saga takes place in the world of Weyard. To help you navigate the strange and wondrous land, we've marked every location on the map below. A couple of the destinations may look familiar to veterans of the first game, but the vast majority of the places you'll explore are in unfamiliar territory. You'll also find area-specific world maps at the beginning of each walk-through chapter.



A Gondowan

1. Venus Lighthouse
2. Suhalla Gate
3. Idejima Peninsula
4. Gondowan Cliffs
5. Naribwe
6. Kibombo Mountains
7. Kibombo
8. Gondowan Settlement
9. Magma Rock

B Indra

10. Daila
11. Kandorean Temple
12. Shrine of the Sea God
13. Dehkan Plateau
14. East Indra Shore
15. Indra Cavern
16. Madra

C Osenia

17. Osenia Cliffs
18. Mikasalla
19. Garoh
20. Air's Rock
21. Osenia Cavern
22. Yampi Desert
23. Alhafra
24. Yallam
25. Taopo Swamp

D Eastern Sea

26. W Indra Islet
27. N Osenia Islet
28. SE Angara Islet
29. Sea of Time Islet
30. Lemuria
31. Apojii Islands
32. Aqua Rock
33. E Tundaria Islet
34. Treasure Isle
35. Izumo

E Tundaria

36. Tundaria Tower

F Hesperia

37. Hesperia Settlement
38. Shaman Village Cave
39. Shaman Village

G Atteka

40. Atteka Inlet
41. Contigo
42. Jupiter Lighthouse
43. Atteka Cavern
44. SW Atteka Islet

H Angara

45. Loho
46. Angara Cavern

I Northern Reaches

47. Kalt Island
48. Prox
49. Mars Lighthouse

CHAPTER 1

Gondowan

1. Venus Lighthouse
2. Suhalla Gate
3. Idejima Peninsula

Gondowan

As the story of Golden Sun: The Lost Age begins, our heroes are inside the Venus Lighthouse on the continent of Gondowan. While Isaac and his gang engage in a battle royal at the top of the lighthouse, Jenna, Kraden and Alex must make good their escape—before Isaac's struggle consumes both the building and their lives.

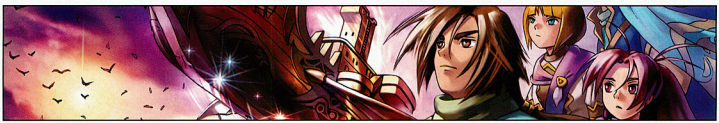
Enemies

Punch Ant

HP	PP	ATK	DEF	AGILITY	EXP	GOLD
26	0	26	8	6	5	6

Ruffian

HP	PP	ATK	DEF	AGILITY	EXP	GOLD
29	0	24	6	11	5	5



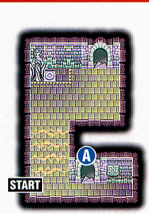
Venus Lighthouse

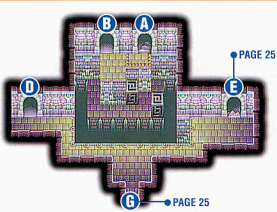
The Venus Lighthouse is a large structure, but you will have to navigate only a small portion of it. Once you are outside, you'll need to take out Ruffian gangs and a couple of Punch Ants—small fries that should pose little trouble to a hero like Jenna. Don't forget to grab gold from the lighthouse treasure chests before you leave.

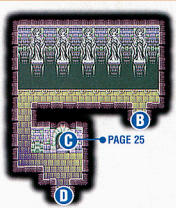
Objectives

1. Exit the Venus Lighthouse and take out the Ruffian gangs.
2. Cross the Suhalla Gate and head for Idejima Peninsula.

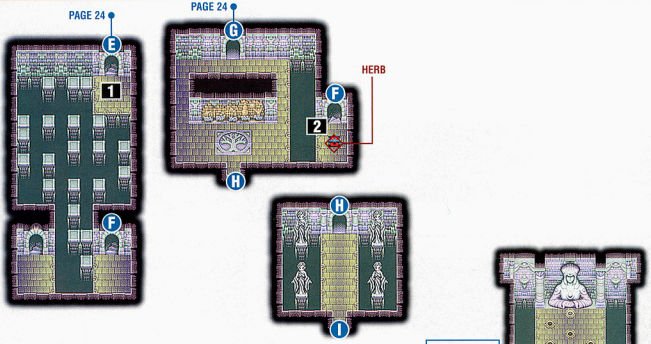
Venus Lighthouse Interior



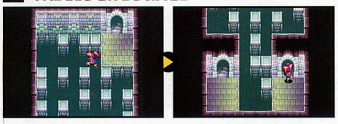




VENUS LIGHTHOUSE — INTERIOR



1 THE BLOCK BOUNCE



When you reach a series of floating blocks, jump across them by pushing the Control Pad in the direction you want to jump. Use the blocks to reach the lower right-hand corner of the screen, then go through the door at E.

2 SECRET HERBS

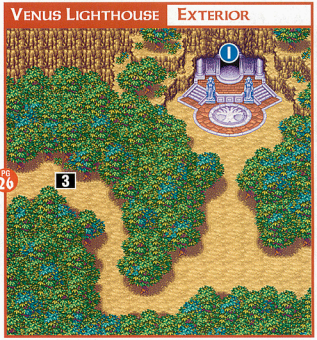
The chest at the top of the stairs has already been opened, but whoever opened it left an herb behind. Take the life-giving plant, then head for the lighthouse exit—marked with an I on the above map.

TO SUHALLA GATE SURFACE PG 26

3 ROUGH UP A RUFFIAN

Alex will take out the soldiers, leaving Jenna with only a few scattered Ruffians in her path. Use the Fume Psynergy to take out individual thugs, and the Flame Psynergy to eliminate groups of two or more.

VENUS LIGHTHOUSE — EXTERIOR



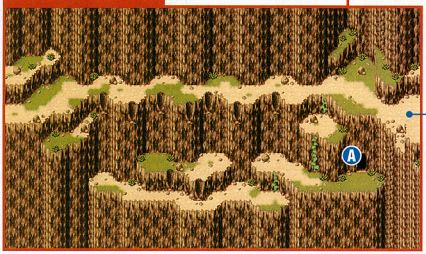
Suhalla Gate

Suhalla Gate was one of the last stops in the original Golden Sun game, but in The lost Age you can pay a visit right off the bat. You'll have to defeat two separate Ruffian gangs (one of which has three members) and a Punch Ant to proceed. Climb down a green vine that grows on the cliff face to reach the cave.

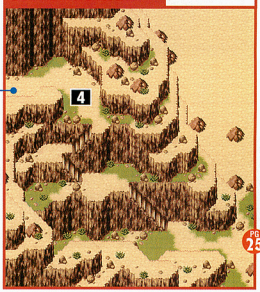
Objectives

1. Defeat the Ruffians.
2. Defeat the Punch Ant.
3. Get the Psynergy Stone inside Suhalla Gate Cave.
4. Meet Alex on Idejima Peninsula.

Suhalla Gate Surface

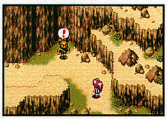


Suhalla Gate Surface



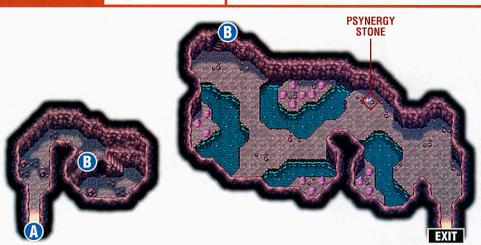
From Venus Lighthouse Exterior

4 Fight Your Way Free



You'll face Ruffians on the surface of Suhalla Gate and Punch Ants in the caves. If you run low on Psynergy, take the monsters out with hand-to-hand combat. Use herbs when your health drops.

Suhalla Gate Cave



CHAPTER 2

Indra

1. Daila
2. Shrine of the Sea God
3. Kandorean Temple
4. Dehkan Plateau
5. Indra Cavern
6. Madra

Indra

Your first jaunt into new territory is on the continent of Indra. There you'll find five Djinn (one Jupiter, one Mars, one Mercury and two Venus), a multielemental summons and three brand-new types of Psynergy. Your party's ultimate goal, however, is to activate the final two elemental lighthouses, and to reach them, you'll need a boat. Your search for a seaworthy vessel begins in the small town of Daila.

Enemies

Amaze

HP	PP	ATK	DEF	AGILITY	EXP	COINS
39	0	36	10	18	5	6

Angle Worm

HP	PP	ATK	DEF	AGILITY	EXP	COINS
37	0	40	9	14	12	10

Ghost

HP	PP	ATK	DEF	AGILITY	EXP	COINS
56	6	38	12	12	9	9

Giant Bat

HP	PP	ATK	DEF	AGILITY	EXP	COINS
32	0	30	6	22	6	6

Mimic

HP	PP	ATK	DEF	AGILITY	EXP	COINS
207	12	47	12	23	64	46

Mini-Goblin

HP	PP	ATK	DEF	AGILITY	EXP	COINS
62	0	61	16	25	25	28

Punch Ant

HP	PP	ATK	DEF	AGILITY	EXP	COINS
26	0	26	8	6	5	6

Rat

HP	PP	ATK	DEF	AGILITY	EXP	COINS
49	0	52	27	15	14	17

Rat Soldier

HP	PP	ATK	DEF	AGILITY	EXP	COINS
69	0	56	13	19	17	19

Skeleton

HP	PP	ATK	DEF	AGILITY	EXP	COINS
60	0	46	14	18	10	11

Troll

HP	PP	ATK	DEF	AGILITY	EXP	COINS
101	0	73	16	16	30	34

Wild Wolf

HP	PP	ATK	DEF	AGILITY	EXP	COINS
45	0	26	8	13	7	7

Will Head

HP	PP	ATK	DEF	AGILITY	EXP	COINS
54	0	42	10	10	9	10

Idejima Peninsula

When you exit Suhalla Gate you'll be at the rendezvous point on Idejima Peninsula. Jenna, Kraden and Alex will see the Venus Lighthouse activate then begin to collapse, causing a massive tremor that will break Idejima Peninsula off from the rest of Gondowan. After the peninsula drifts at sea for a while, a tidal wave will hit.

Wake up your friends

After the tidal wave strikes, you'll take on the role of Felix and be asked if you want to check yourself for injuries. Say "yes" for a chuckle. Approach Jenna, Kraden and Sheba, and press the A Button to wake them up. All three will join your party, but Kraden will serve as more of an advisor than an active party member.

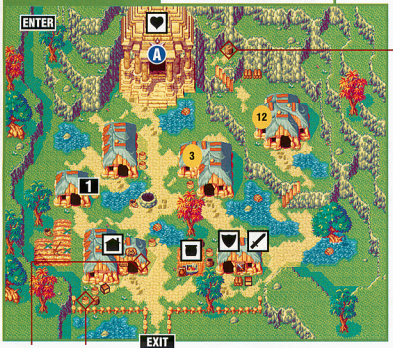
Daila

Fortunately, the tidal wave slammed Idejima Peninsula into the continent of Indra, saving our heroes from being stranded at sea. The nearest town is Daila, located south of where the peninsula ran aground. Head there to gather some information about the continent, and upgrade your equipment at the weapons and armor shops.

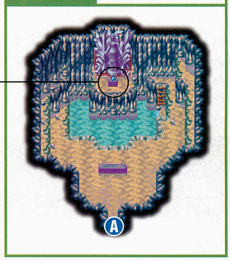
Objective

1. Talk to the villagers to get directions to various Indra locations.

Daila Village



Daila Sanctum



Sea God's Tear—Page 74
You won't be able to reach the Sea God's Tear until Piers joins your party and some of that water evaporates.

Price List

Items

HERB	10
ANTIDOTE	20

Weapons

LONG SWORD	200
SHORT SWORD	120
MACE	80
WOODEN STICK	40

Armor

COTTON SHIRT	20
TRAVEL VEST	50
ONE-PIECE DRESS	25
WOODEN SHIELD	40
PADDED GLOVES	10
LEATHER CAP	30

Inn

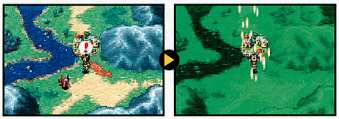
ONE ROOM	6

1 Talk to the Locals

There isn't much to do in Daila—take the opportunity to talk with the townsfolk to learn a little bit about their village and the continent on which it lies. Some villagers will give you directions to various locations throughout Indra.

Venus Djinni — Echo

Meet your first Djinni outside Daila



You'll encounter your first Djinni on the road just south of Daila. When the Djinni asks if you'll take it with you, answer "yes." It will then offer to give you a quick explanation of how to use Djinn before it joins your party. For more information on Djinn, see pages 10-11.

Echo

Effect: Attack with a double strike.

TYPE	ELEMENT
Venus	Earth

HP	PP	ATK	DEF	AGILITY	LUCK
9	3	3	0	0	0

Kandorean Temple

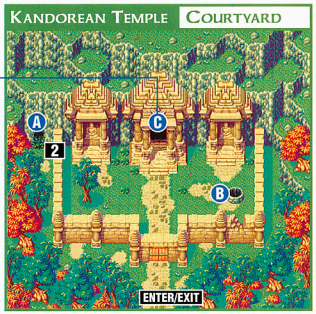
Kandorean Temple lies south of Daila. To get around the mountains, turn west at the fork in the road and continue across the bridge, then south and finally back toward the northeast. The temple's labyrinthine interior serves as a test for a group of monks who study there under the tutelage of Master Poi. Pass the test to receive the ultra-useful Lash Pebble.

Objectives

1. Sneak into the temple.
2. Acquire the Mysterious Card.
3. Obtain the Lash Pebble from Master Poi.
4. Collect the Mercury Djinni.

PAGES 31 & 32

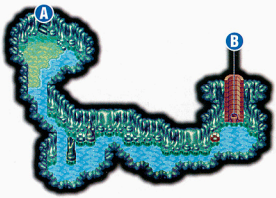
Kandorean Temple — Courtyard



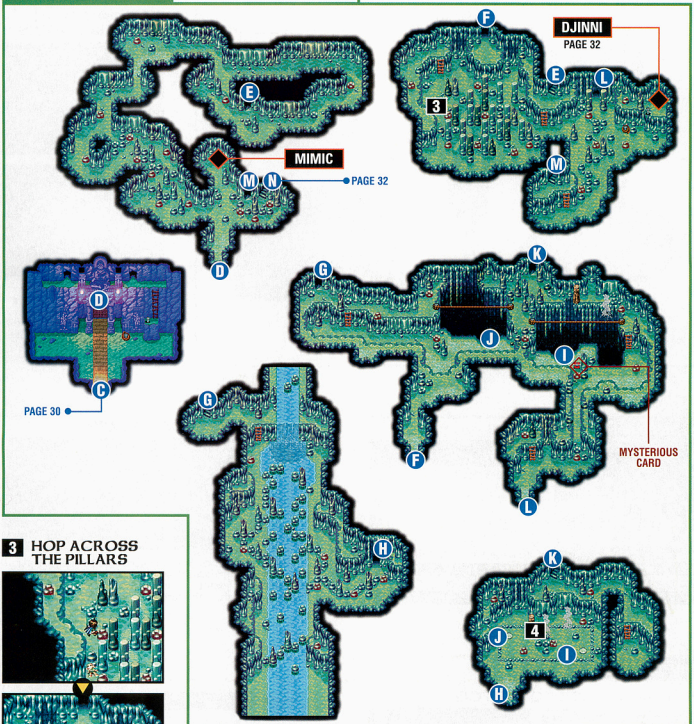
2 Sneak into the temple

You won't be allowed to enter the temple through the main gate, so walk along the west wall and use Sheba's Whirlwind Psynergy on the pile of leaves to reveal an entrance to an underground cavern. Climb the rope at the end of the cavern to emerge on the other side of the temple gate.

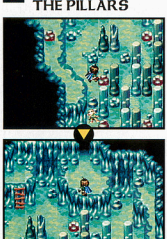
Kandorean Temple — Underground



KANDOREAN TEMPLE INTERIOR

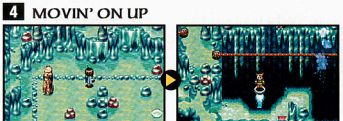


3 HOP ACROSS THE PILLARS



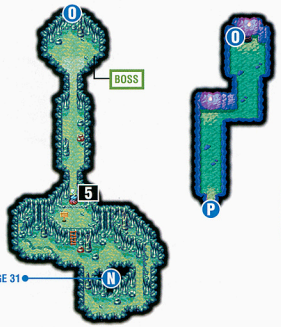
To reach the entrance marked F on the map, you'll have to climb up the ladder on the left, then hop across a series of pillars starting from the ledge pictured in the top screen shot.

4 MOVIN' ON UP

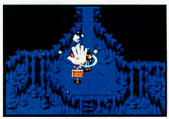


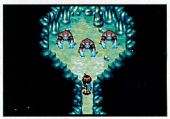
Push the pillar onto one of the geysers, then stand on top of the other geyser to be elevated to the room above. The right geyser leads to a treasure chest containing a Mysterious Card. The left geyser leads to the rest of the dungeon. To jump off the geysers, press Down on the Control Pad.

Kandorean Temple — Interior



5 Don't Burn Your Fingers





The cauldron blocking your path is too hot to move by hand, so push it out of the way with Felix's Move Psynergy. Jump over the fire afterward and prepare for your first boss battle at the end of the tunnel.

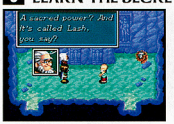
Kandorean Temple — Boss

Chestbeater (x3)

These big apes are vulnerable to fire, so equip Sheba with the Mysterious Card to enable the fire-based Juggle Psynergy. Jenna's Flare does a lot of damage, too.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
155	0	44	11	20	40	28

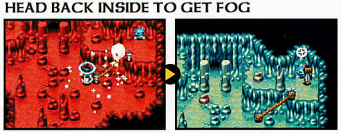
6 Learn the Secret of Lash



As a reward for getting through the temple, Master Poi will give you the Lash Pebble. When equipped, the item bestows a character with the Lash Psynergy, which allows you to lift and move ropes telekinetically. You can try it out by going back into the temple to retrieve a Mercury Djinni (see below).

Mercury Djinni — Fog

Head back inside to get Fog



Use Lash on the rope pictured above to tie it to the stake at the top of the ledge. Climb the rope—when you approach the Mercury Djinni and press the A Button, it will attack your party. Use fire Psynergy to tame the Djinni as quickly and painlessly as possible.

Fog

HP	PP	ATK	DEF	AGILITY	EXP	COINS
165	14	32	6	22	28	85

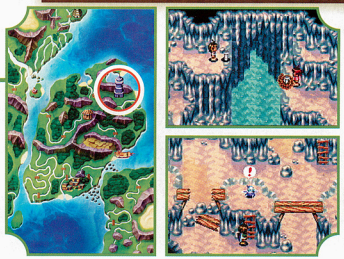
Effect: Blind an enemy with fog.

TYPE	ELEMENT
Mercury	Water

HP	PP	ATK	DEF	AGILITY	LUCK
9	0	0	2	2	1

Shrine of the Sea God

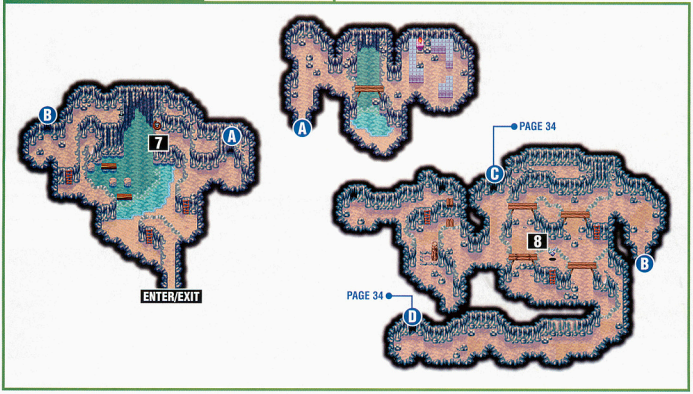
The entrance to the Shrine of the Sea God is in a cave directly east of Daila. It's not mandatory for you to stop there now, but you can be a Good Samaritan and help a young boy get down from a ledge. You can also find your first Jupiter Djinni inside the cave, though catching up with it will take some doing.



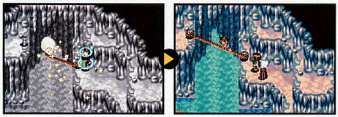
Objectives

1. Find Riki and Tavi and help Tavi get down from the ledge.
2. Catch the Jupiter Djinni.

Shrine of the Sea God Entrance

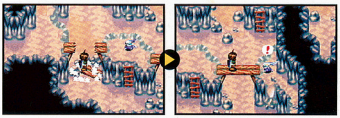


7 Use Lash to save Tavi



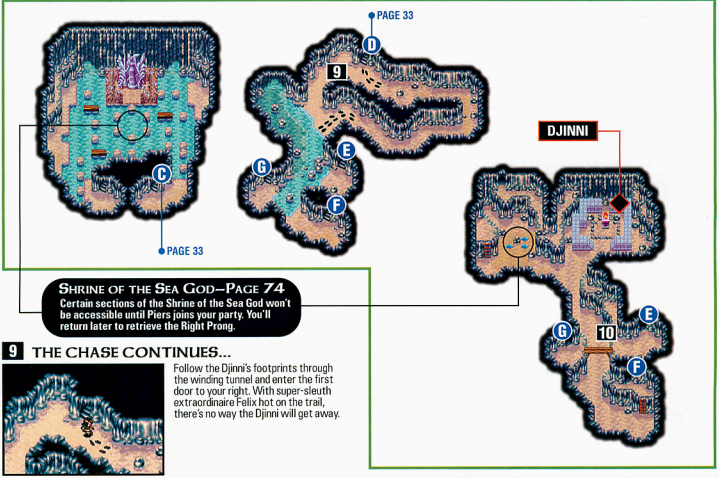
Riki and Tavi, two young boys from Daila, were playing in the cave when the tidal wave struck, and one of them was washed onto a ledge. To help him get down, use Lash on the rope. The boy will crawl across to safety. You can then use the rope to reach the other side of the cave yourself.

8 The chase is on



As you try to reach the platform where the Jupiter Djinni is, the wooden plank will break under your weight and drop you to the ground. When you climb the ladder, the Djinni will start to run away. Give chase and head through the door to the southwest.

Shrine of the Sea God — Interior

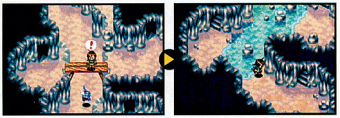


Shrine of the Sea God—Page 74
Certain sections of the Shrine of the Sea God won't be accessible until Piers joins your party. You'll return later to retrieve the Right Prong.

9 THE CHASE CONTINUES...

Follow the Djinni's footprints through the winding tunnel and enter the first door to your right. With super-sleuth extraordinaire Felix hot on the trail, there's no way the Djinni will get away.

10 ...AND CONTINUES



As you step onto the wooden plank, you'll see the Djinni run by underneath. Exit into the previous tunnel, head through the last door on the right, climb down the ladder and head north to continue your pursuit.

Daila

MY KINGDOM FOR A BOAT

Return to Daila and meet up with Alex in front of the easternmost house. Your merry band of travelers needs a boat to reach the other elemental lighthouses, and Alex has learned that you may be able to find one in the town of Madra. If you need to replenish any of your HP or PP, stay at the inn before departing.

Jupiter Djinni — Breath

THE CHASE CONCLUDES

When you approach the Djinni again, it'll run up onto a blue walkway. Push the torch into the gap in the walkway to corner the little fellow. If it runs away during battle, exit the room and repeat the process.

Breath

HP	PP	ATK	DEF	AGILITY	EXP	COINS
184	16	37	8	27	43	89

Effect: Restore HP quickly.

TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
9	0	0	3	4	0

Dehkan Plateau

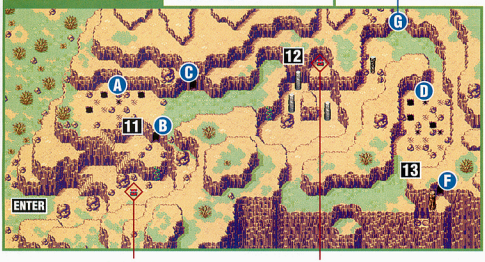
To get to Madra, you must pass through Dehkan Plateau. From Daila, turn east at the fork in the road and follow it across the bridge, then south and finally west across another bridge. You'll find a couple of nice items on the plateau, as well as your first Mars Djinni. Some of the puzzles can be a little tricky, though.

Objectives

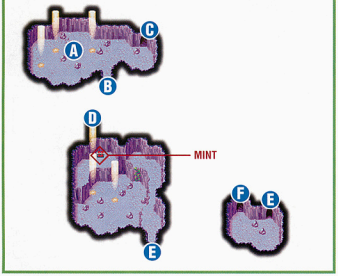
1. Acquire the Pound Cube.
2. Collect the Mars Djinni.
3. Find your way across Dehkan Plateau.

Dehkan Plateau — Surface

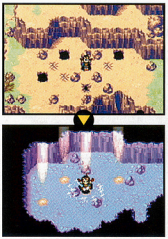
PAGE 36



Dehkan Plateau — Underground

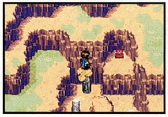


11 Fall Through the Cracks



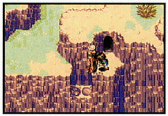
Step on the cracks in the ground to fall into a cave. The south door inside the cave leads to a treasure chest containing a Full Metal Vest. The north door puts you on the other side of the cracks.

12 Felix Needs to Lose a Few Pounds



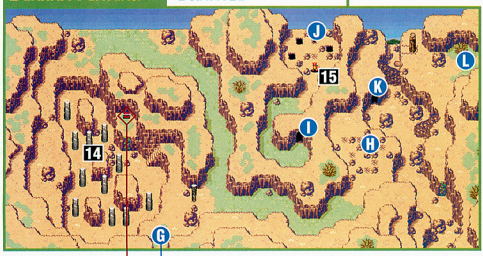
The gray pillars crack the first time you jump on them. The second time, they crumble to the ground. Use the northernmost pillar to get to a treasure chest containing an elixir. Hop across the other pillars after you get the elixir to reach the next section of the plateau.

13 Don't Fall Through the Cracks

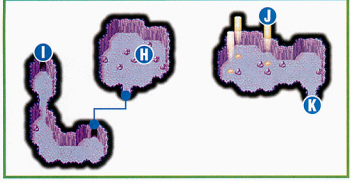


To get past the second set of cracks in the ground, step north across the bottom-left crack, then north across the crack to your right. Then jump over the hole ahead and to your right and step north across the final crack. You can fall through one of the cracks to get a mint. If you do, climb out of the cave and push the pillar down to hop back over.

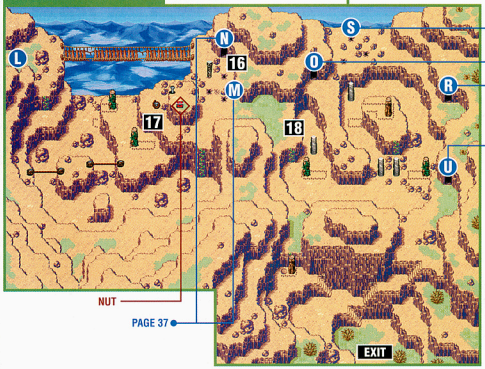
Dehkan Plateau — Surface



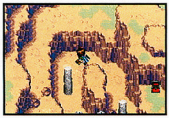
Dehkan Plateau — Underground



Dehkan Plateau — Surface



14 Acquire Themis' Axe

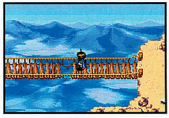


If you want to grab Themis' Axe (and trust us, you do), hop west, west, west, north and east. To make that last pillar crumble, jump back to the platform then onto the pillar again. Climb the vine to make the axe yours.

15 Wild Djinni Chase

It's time for another lengthy Djinni chase. As you approach the Mars Djinni, it will run away and fall through a crack in the ground. Follow it down the cracks, then exit the cave, climb up the vine south of the exit and head northeast to the next area.

16 You Shall Not Pass!



Before you even set foot on the bridge, the Djinni will run across. When you give chase, the Djinni will pound a pillar into the ground and run off again. You won't be able to follow it across the cracks in the ground.

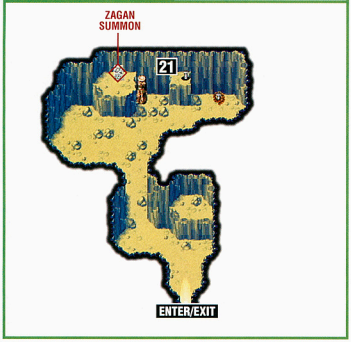
Indra Cavern

As you follow the road that leads west from Dehkan Plateau, you'll come across Indra Cavern. Entering the little cave is optional, but it's well worth your time to acquire the first multi-elemental summon. After you grab the stone tablet inside the cavern, you'll be able to summon Zagan to combine the powers of fire and earth in one fell swoop.

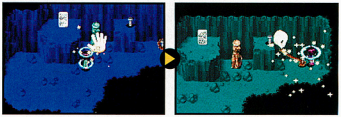
Objective

1. **Acquire the Zagan summon.**

Indra Cavern — Interior



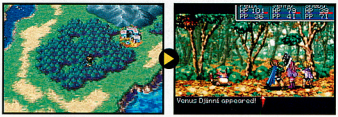
21 The Demon of Forgery



Use Felix's Move Psynergy to pull the pillar left and use Lash to tie the rope to the stake. Climb the rope, hop across the pillar and grab the stone tablet. To summon Zagan, you must have one Venus Djinni and one Mars Djinni on standby.

Venus Djinni — Iron

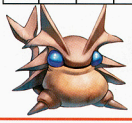
Search for a Djinni near Madra



Wander through the forest near the town of Madra. You'll eventually get into a random battle with a Venus Djinni named Iron. Use wind Psynergy to make quick work of the Djinni and add it to your collection.

Iron

HP	PP	ATK	DEF	AGILITY	EXP	COINS
223	20	49	12	37	73	96

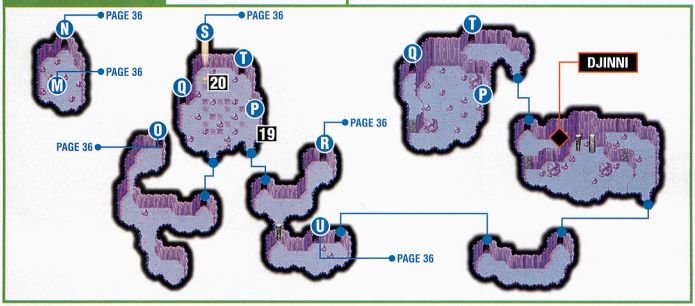


Effect: Bolster the party's Defense.

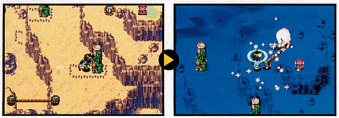
TYPE	ELEMENT
Venus	Earth

HP	PP	ATK	DEF	AGILITY	LUCK
9	0	0	2	2	1

DEHKAN PLATEAU — UNDERGROUND

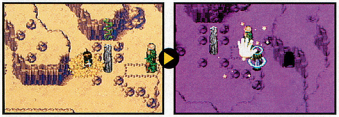


17 ALL THAT FOR A NUT?



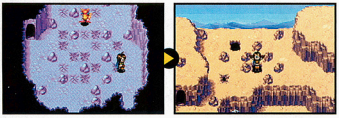
Walk back across the bridge, climb down the vine and shimmy across two ropes. You'll see two pillars, each covered with a vine. Push the first pillar as far right as you can, then climb up it and hop across. Use Lash on the nearby rope to reach the treasure chest. Unfortunately, all it contains is a nut.

18 PILLAR MADNESS



Climb down the vine, push the vine-covered pillar right, then climb up the pillar and hop across. Jump onto two gray pillars, then jump back to the first gray pillar to make it crumble. Move the other nearby vine-covered pillar left, climb up and crumble the other gray pillar to reach another vine.

19 GET CRACKIN'



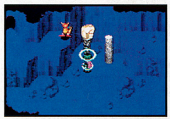
To reach the door at the bottom of the room, step on the second-lowest crack farthest to your left, then walk right two steps, down a step, right a step, down a step and right another two steps. When you're back on the surface, fall through the easternmost crack.

20 ACQUIRE THE POUND CUBE

You'll land on the poor Mars Djinni, who will drop the Pound Cube before running off again. When equipped, the Pound Cube bestows a character with the Pound Psynergy, allowing the character to drive objects into the ground. Grab it and head through the door to your right.

MARS DJINNI — CANNON

PREVENT CANNON'S ESCAPE



Before you approach the Djinni again, climb down the vine and use Pound on the pillar to the left. Climb back up—with the pillar gone, the Djinni won't be able to escape. As with the last two Djinn, you'll have to defeat Cannon in battle before it will join your party.

CANNON

HP	PP	ATK	DEF	AGILITY	EXP	COINS
203	18	43	10	32	58	93

Effect: Strike with the power of Mars.

TYPE	ELEMENT
Mars	Fire

HP	PP	ATK	DEF	AGILITY	LUCK
9	0	0	3	4	0

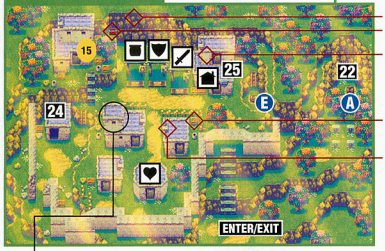
Madra

To get to Madra, continue following the road from Dehkan Plateau and turn east at the fork. A group of pirates called the Champa recently raided the town and broke their leader, Briggs, out of prison. The town elder left to look for Briggs, so you'll have to get permission to cross the Madra drawbridge.

Objectives

1. Acquire the Tremor Bit from Madra's catacombs.
2. Get permission to cross the Madra drawbridge.

Madra — Village



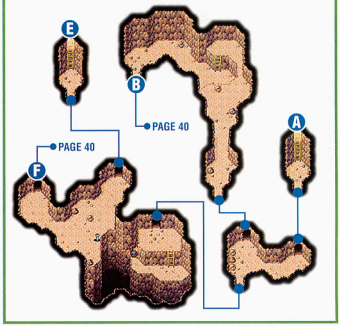
- ELIXIR
- NURSE'S CAP
- SLEEP BOMB
- ANTIDOTE
- SMOKE BOMB

Mars Djinni—Page 72
The old man who lives in this house will give you the Djinni if you bring him the Healing Fungus from the Gondowan Cliffs (see page 70).

22 Persistence Pays Off

The first time you try to climb down the hole near the cemetery, a villager will pop out and tell you to get lost. Enter one of the buildings in town, then come back to the hole—the villager will be gone.

Madra — Catacombs



Price List

Items

HERB	10
ANTIDOTE	20

Weapons

LONG SWORD	200
SHORT SWORD	120
MACE	80
BATTLE AXE	280

Artifact

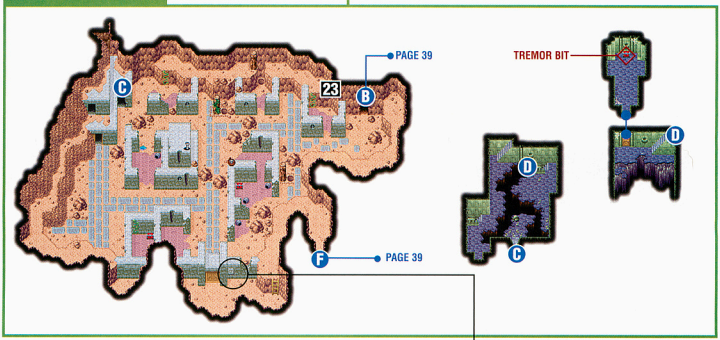
MAGIC ROD	380

Armor

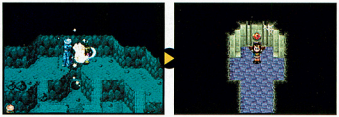
TRAVEL VEST	50
WOODEN SHIELD	40
PADDED GLOVES	10
LEATHER ARMLET	180
LEATHER CAP	30
CIRCLET	120
LEATHER BOOTS	270

Inn

ONE ROOM	12



23 ACQUIRE THE TREMOR BIT



You won't be able to explore Madra's catacombs fully yet, but you will be able to obtain the Tremor Bit from them. Climb up the vine near the northeast doorway, then use Move to pull the pillar into the gap. Climb down another vine and enter the door to your left. The bit is inside (see the map).

MADRA CATACOMBS—PAGE 71
You won't be able to open the main gate until Sheba learns the Reveal Psynergy. You'll come back later to retrieve the Moloch summon.

GATHER INFORMATION

Chat with the townspeople to learn more about the continent of Osenia, as well as the rascal, Briggs, and his group of pirates called the Champa.

24 DON'T MAKE HIM ANGRY...

In the prison you'll see two guards taunting a man named Piers, whom they suspect of being a Champa. Piers will eventually get fed up and scare them off with Psynergy. After you exit the prison, the town elder's wife will approach you and ask if you're going to Osenia. Answer "yes" to get permission to cross the bridge.

25 NURSE SHEBA

From the roof of the inn, you can walk across the tarps that cover the outdoor shops to reach a treasure chest containing a Nurse's Cap. The nifty piece of headwear not only provides extra protection for Jenna's or Sheba's noggin, but also heals a party member.

MADRA DRAWBRIDGE

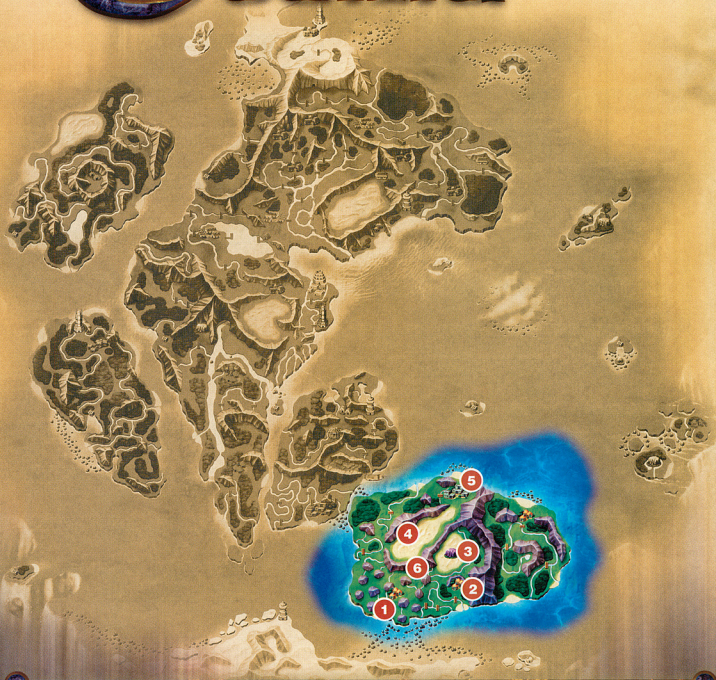
The Madra Drawbridge (located northeast of town) is the gateway between the continents of Indra and Osenia. Strangely, you need permission to cross into Osenia from Indra, but not vice versa, so you can return to Indra whenever you want.

CROSS THE BRIDGE INTO OSENIA

As you approach the bridge, the guards will tell you that they're already aware that you've received permission to cross. Talk to them again to obtain directions to various Osenia locales.

CHAPTER 3

Osenía



1. Mikasalla
2. Garoh
3. Air's Rock
4. Yampi Desert
5. Alhafra
6. Osenia Caverns

Osenia

When the massive tidal wave at the beginning of the game slammed Idejima Peninsula into Indra, the impact caused Indra to collide with the continent of Osenia. There you'll find four Djinn (one Jupiter, one Mars and two Mercury), two multielemental summons and two new types of Psynergy while your party continues to look for a boat.

Enemy List

Creeper

HP	PP	ATK	DEF	AGILITY	EXP	COINS
89	6	79	19	29	32	38

Dino

HP	PP	ATK	DEF	AGILITY	EXP	COINS
82	0	84	23	35	40	39

Emu

HP	PP	ATK	DEF	AGILITY	EXP	COINS
98	0	89	21	46	53	51

Ghoul

HP	PP	ATK	DEF	AGILITY	EXP	COINS
99	0	93	20	16	36	42

Gnome

HP	PP	ATK	DEF	AGILITY	EXP	COINS
85	5	73	15	38	29	40

Harpy

HP	PP	ATK	DEF	AGILITY	EXP	COINS
105	0	104	25	46	38	53

Kobold

HP	PP	ATK	DEF	AGILITY	EXP	COINS
77	0	80	17	47	40	45

Mimic

HP	PP	ATK	DEF	AGILITY	EXP	COINS
207	12	47	12	23	64	46

Momonga

HP	PP	ATK	DEF	AGILITY	EXP	COINS
53	0	66	16	51	29	31

Mummy

HP	PP	ATK	DEF	AGILITY	EXP	COINS
113	0	116	30	44	72	102

Ooze

HP	PP	ATK	DEF	AGILITY	EXP	COINS
72	0	72	19	30	26	40

Spider

HP	PP	ATK	DEF	AGILITY	EXP	COINS
69	0	75	22	22	25	32

Troll

HP	PP	ATK	DEF	AGILITY	EXP	COINS
101	0	73	16	16	30	34

Osenia Cliffs

That massive tidal wave slammed one of the Champa's ships into the Osenia Cliffs, smashing it to pieces. The vessel certainly doesn't appear to be salvageable, so your party will have to continue looking for a boat elsewhere.

ARGH! GET THE PIRATE'S SWORD, MATEY

To reach a treasure chest containing the Pirate's Sword (which is a great weapon for Jenna), climb down the rope onto a piece of wreckage, then hop across two more pieces of wreckage and use Lash on another rope. Climb down the vine and voilà!

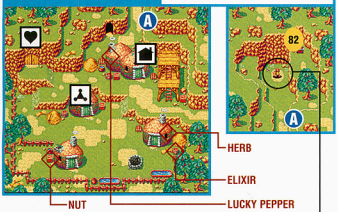
MIKASALLA

It's a long way to Mikasalla from the Osenia Cliffs. Start out on the road leading east from the cliffs, and follow it as it winds south, then east then south again. After it curves west around the mountains, follow it south rather than taking the bridge to the north. When it turns east again, follow the fork to the south, cross the bridge and head northeast.

OBJECTIVE

1. Talk to the townsfolk for information on the surrounding area.

MIKASALLA — VILLAGE



MARS DJINNI—PAGE 60
Come back when you learn the Scoop Psynergy to claim the Djinni as your own.

PRICE LIST

ITEMS	
HERB	10
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

ARMOR	
PSYNERGY ARMOR	1,000
ARMLET	900
BRONZE HELM	600

WEAPONS	
BROAD AXE	1,400
BLESSED ANKH	1,600

INN	
ONE ROOM	24

TALK TO THE PEOPLE & GRAB SOME GOLD

There's not much to see or do in Mikasalla, but its residents are quite knowledgeable about some of the more interesting places nearby. Talk to them to gather information, and stop by the village's all-purpose shop to upgrade your equipment. To reach the gold north of town, climb to the first level of the wooden platform and hop onto the ledge to your right.

MERCURY DJINNI — SOUR

FIND SOUR

To find the Mercury Djinni named Sour, follow the road north of Mikasalla and turn east when the road ends. Walk around the dark-green patch nearby—you'll eventually get into a random battle with Sour. Don't worry—the Mercury Djinni will become more useful once you find your fourth party member.

SOUR

HP	PP	ATK	DEF	AGILITY	EXP	COINS
291	26	75	19	57	130	152

Effect: Reduce a foe's resistance.

TYPE	ELEMENT
Mercury	Water

HP	PP	ATK	DEF	AGILITY	LUCK
8	4	3	0	0	0

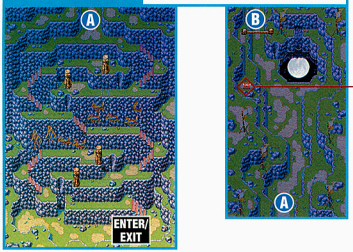
Garoh

To reach the mysterious village of Garoh, follow the road east of Mikasalla. When you get to the river, cross the bridge to the south, then follow the road across two more bridges before heading north. As you enter town, you'll see a rather small werewolf howling at the moon. The diminutive lycanthrope will be startled when it sees your party and scurry off.

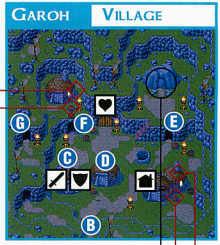
Objective

1. Talk to villagers for clues regarding Air's Rock.

Garoh — Entrance

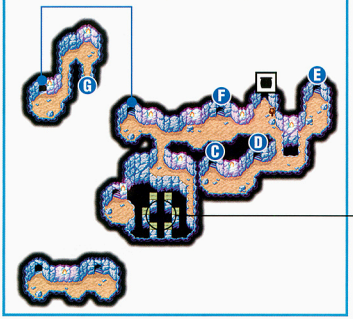


Garoh — Village



Garoh—Page 51
You won't be able to follow the larger werewolf through the hidden doorway or reach the chest containing Hypnos' Sword until you acquire Reveal.

Garoh — Catacombs



SMOKE BOMB
ELIXIR

Price List

Items	
HERB	10
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

Inn	
ONE ROOM	24

Last Stop Before Air's Rock

The people in Garoh sure are strange, but some of them will give you valuable clues on how to get through Air's Rock. The weapons and armor shops don't sell equipment at night, but the items shop is open for business, as is the inn. Your party may want to get a good night's rest before tackling Air's Rock.

Air's Rock

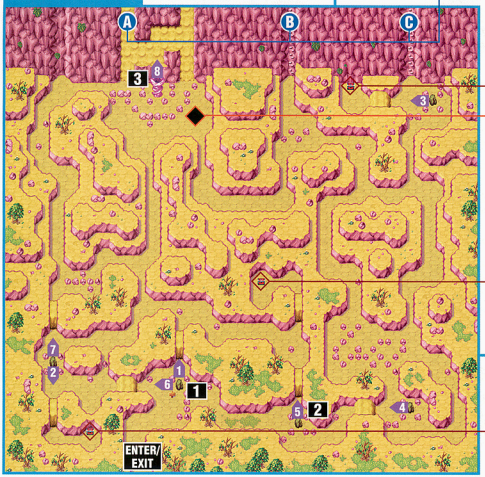
Air's Rock looks like a harmless pink plateau, but it's by far the most complex and mind-bending dungeon you've encountered thus far. To get there, take the road leading northeast from Garoh and cross the first bridge to your left. Air's Rock is smack-dab in the middle of the huge desert on the other side of the river.

Objectives

1. Climb to the top of Air's Rock.
2. Bestow Sheba with the Reveal Psynergy.

Air's Rock — Entrance

PAGE 46



STORM BRAND

MIMIC

COOKIE

SMOKE BOMB

Wind Stones

1 The purple arrows on the map indicate which direction you should aim your Whirlwind Psynergy when standing next to a Wind Stone to clear obstacles from your path. The number indicates the order in which you should use the stones, assuming you want to acquire all of the treasure.

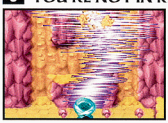
1 Harness the Wind's Power

Wind Stones scattered throughout Air's Rock magnify the power of the wind. Stand next to them and use Whirlwind to blow away otherwise immovable sand barriers.

2 Want a Cookie?

To reach the treasure chest that contains a cookie, you must use Whirlwind twice at the Wind Stone marked 5 on the map. When used, a cookie permanently increases a character's maximum PP.

3 You're Not in Kansas Anymore

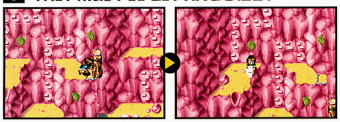


While facing north, use Whirlwind on the large purple tornado statue to blow away the sand and reveal a series of handholds that you can use to scale the cliff.

4 BLOWN AWAY

The tiki statues on Air's Rock produce whirlwinds that can pick you up and carry you away. Climb up the left side of the cliff, then slide down and catch a ride on such a whirlwind. Slide down two more times and catch another ride. Head right, push down the pillar and climb up the right side of the cliff.

5 THEY MUST BE GETTING DIZZY

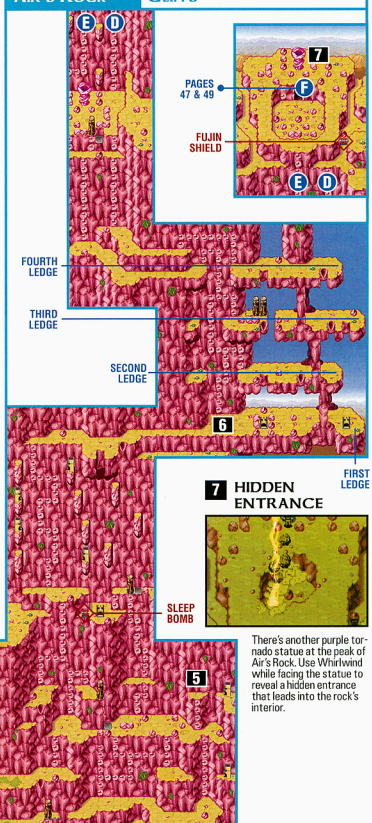


Let a whirlwind carry you away, then climb down onto the platform to your right and catch a ride on another whirlwind. Climb up the handholds directly in front of you, then push down another pillar so yet another whirlwind can sweep you away. Continue climbing and avoid the rest of the whirlwinds until you get to the next section of the map.

6 UP AND DOWN, UP AND DOWN

Climb up to the third ledge and use Move to pull the left-hand pillar toward you. Climb down to the second ledge, slide down and stand on the right-hand tiki statue to be carried to the third ledge. Use Move to push the right-hand pillar left, then hop across and slide down. Let the other tiki statue carry you to the fourth ledge, then climb up the cliff until you reach a foggy area. Use Move to pull the pillar into the gap, then climb all the way back down to the second ledge. Once you're there, use the handholds to return to the foggy area. Finally, use Whirlwind while facing the purple tornado statue to clear away the fog. If you want to grab the Fujin Shield, climb back down and repeat the process so you can reach the handholds marked D on the map.

AIR'S ROCK — CLIFFS



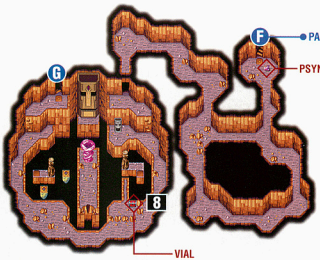
7 HIDDEN ENTRANCE

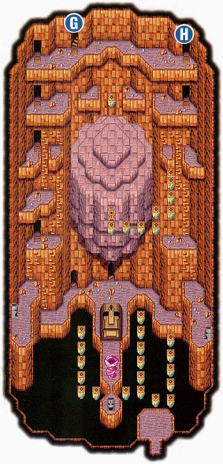
There's another purple tornado statue at the peak of Air's Rock. Use Whirlwind while facing the statue to reveal a hidden entrance that leads into the rock's interior.

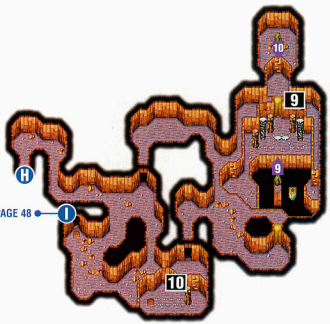
ELIXIR —
You'll need Piers's Frost Psynergy to reach the treasure chest. Use the Psynergy on the puddle of water to create an ice pillar, then hop across from the ledge to the left.

PAGE 45

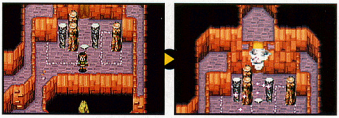
AIR'S ROCK — INTERIOR







9 CLEAR YOUR PATH



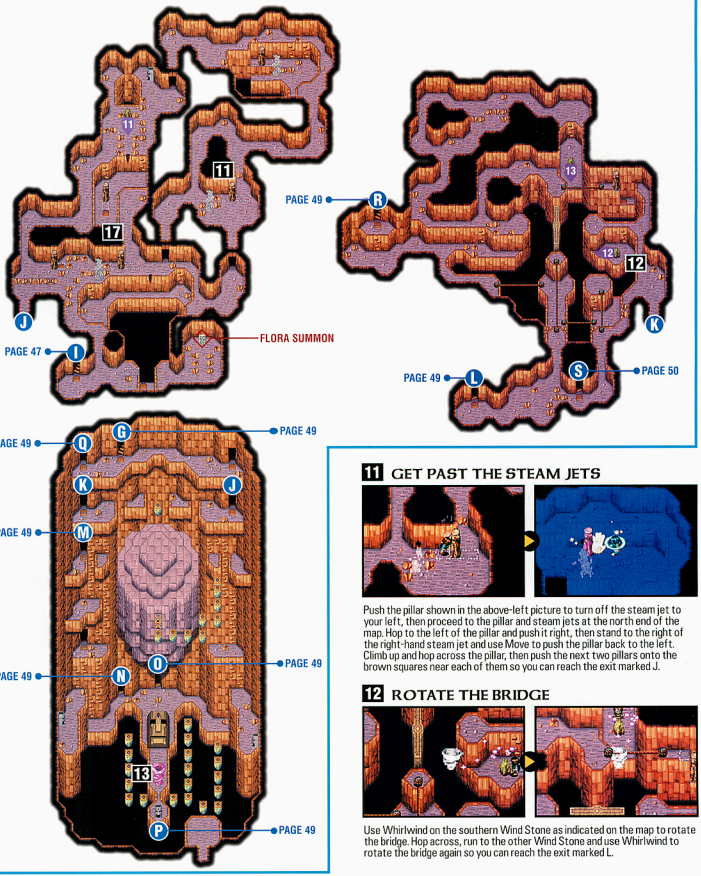
Position the pillars as illustrated in the screen shots. Use Pound on the gray pillar to the right, then push the brown pillar on top of it. Once they're in position, hop across and use the Wind Stone to the south to clear away the sand barrier to the north. Then use the Wind Stone to the north to clear away the sand barrier to the south.

8 THAT'S VIAL

In the first room, you'll see a treasure chest. The chest contains a vial, but you won't be able to reach it until you activate the tiki statues in the lower catacombs. See page 49 for further details.

10 THE LONG WAY AROUND

Push the pillar onto the brown square, then climb back up and run around so you can hop across and reach the doorway marked I on the map.



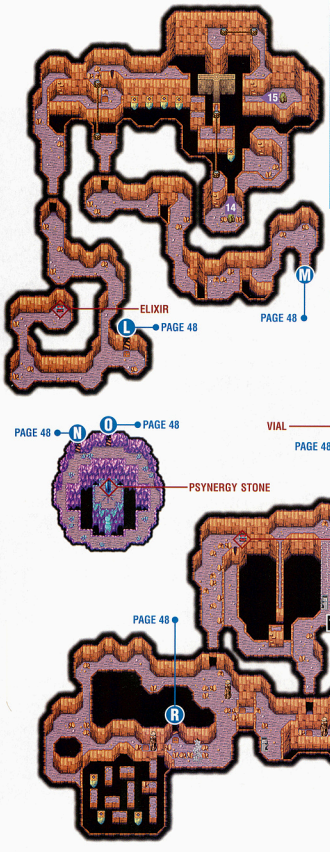
11 GET PAST THE STEAM JETS

Push the pillar shown in the above-left picture to turn off the steam jet to your left, then proceed to the pillar and steam jets at the north end of the map. Hop to the left of the pillar and push it right, then stand to the right of the right-hand steam jet and use Move to push the pillar back to the left. Climb up and hop across the pillar, then push the next two pillars onto the brown squares near each of them so you can reach the exit marked J.

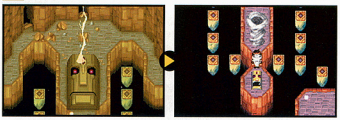
12 ROTATE THE BRIDGE

Use Whirlwind on the southern Wind Stone as indicated on the map to rotate the bridge. Hop across, run to the other Wind Stone and use Whirlwind to rotate the bridge again so you can reach the exit marked L.

AIR'S ROCK — INTERIOR

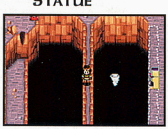


13 NEED A LIFT?

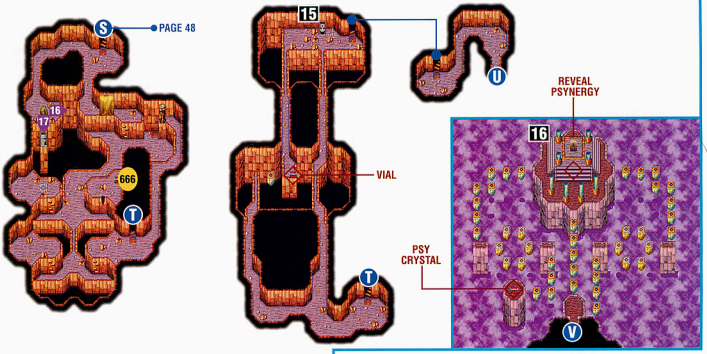


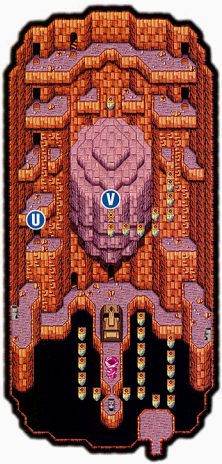
Use Whirlwind on the purple tornado to activate some of the tiki statues inside Air's Rock. Stand on the tiki statue directly behind you to be carried back to the top floor.

14 PUSH THE TIKI STATUE



To reach the treasure chest containing the Clarity Circlet, push the tiki statue all the way up, then stand at the top of the narrow walkway and let the statue blow you across. To get to the exit, push the statue back down five spaces, let it blow you across again, then hop across the platforms in the southwest corner of the map and use Move to pull the pillar to the left. Your actions will shut off the geyser to your right, allowing you to reach the doorway.

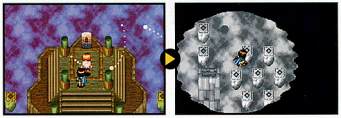




15 CLEAR THE WALKWAY

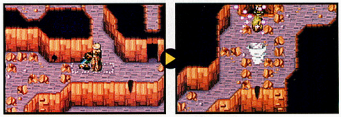
The tiki statue at the end of the narrow walkway to the right prevents you from reaching the exit, so follow the walkway to the left and use Move to push the statue aside.

16 LEARN REVEAL AND PUT IT TO USE



Touch the tablet on the altar to bestow Sheba with the Reveal Psynergy. Reveal allows you to perceive hidden objects. Use it near either of the circular groups of platforms to expose a middle platform you can use to hop across.

17 GODDESS OF BLOSSOMING FLOWERS



With the tiki statues activated, you can go back and get the Flora summon (see page 48). At point 17, push the pillar right once, then let the tiki statue at the north end of the map carry you to the Wind Stone. Use Whirlwind on the stone to move the pillar next to the gap at the south end of the map. Push the pillar down into the gap, then hop across and grab the stone tablet.

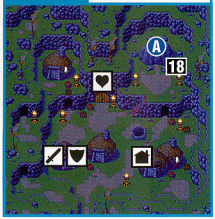
GAROH

With Reveal, your party will be able to uncover Garoh's secrets. You'll make some new friends, learn a bit more about how Psynergy works, receive a Jupiter Djinni, go shopping and even have a chance to obtain a powerful new blade.

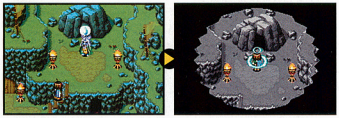
OBJECTIVES

1. Enter the Garoh catacombs and talk to Master Maha.
2. Return to the catacombs to finish your conversation with Maha the next morning.

GAROH — VILLAGE

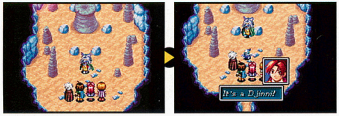


18 FOLLOW THE WEREWOLF



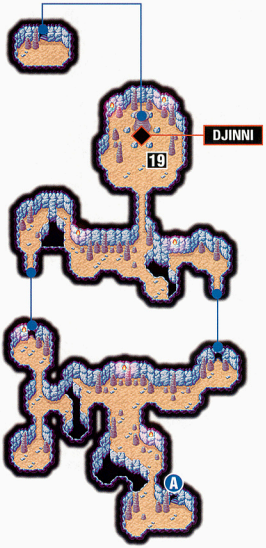
As you approach the large rock at the northeast section of town, a werewolf will step out of a hidden doorway and run back inside after he sees your party. Use Reveal to perceive the doorway yourself, and follow him through it.

19 COME BACK TOMORROW MORNING



You'll catch up with the werewolf at the end of the catacombs. He'll tell you that his name is Maha, and after a somewhat lengthy conversation about Air's Rock, Psynergy and werewolves, he'll instruct your party to get some sleep. After automatically spending the night at the inn, go back and see Maha the next morning to continue the conversation and receive a Jupiter Djinni (see page 52).

GAROH — CATACOMBS



Jupiter Djinni — Ether

GET A NEW DJINNI FROM MAHA

As a show of gratitude for helping him figure out how the people of Garoh got their powers, Maha will give your party a Jupiter Djinni named Ether. Set the Djinni to Sheba to give her a much-needed statistical boost.

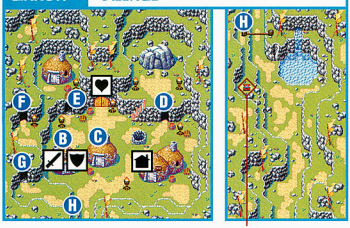
Ether

Effect: Focus will to restore PP

TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
8	4	0	0	3	2

Garoh — Village



HYPNOS' SWORD

Price List

Items

HERB	10
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

Weapons

BROAD SWORD	1,000
HUNTER'S SWORD	520
BATTLE AXE	280
HEAVY MACE	40

Artifacts

WITCH'S WAND	860
BLESSED ANKH	1,600

Armor

LEATHER ARMOR	240
ADEPT'S CLOTHES	850
TRAVEL ROBE	200
BRONZE SHIELD	500
LEATHER GLOVES	220
LEATHER ARMLET	180
OPEN HELM	180
WOODEN CAP	400
CIRCLET	120

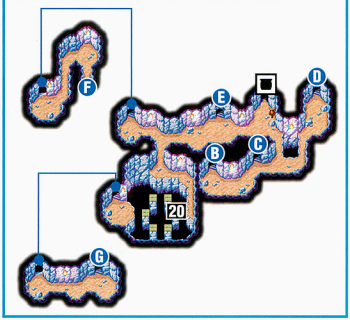
Artifacts

SAFETY BOOTS	700

Inn

ONE ROOM	24

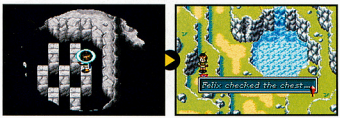
Garoh — Catacombs



THE SECRET'S OUT

Master Maha has told the people of Garoh that you know their secret and mean them no harm. Therefore, everyone will have something different to say to you since the last time you visited. The shops will also be willing to sell you equipment. The pricey Blessed Ankh is a great weapon for Sheba.

20 I'VE BEEN HYPNOTIZED!



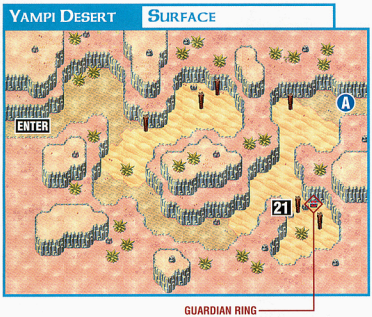
Use Reveal at the circular group of platforms inside the catacombs and hop across the middle platform. The following exit leads to a ledge outside—if you follow it south, you'll eventually come to the treasure chest containing Hypnos' Sword.

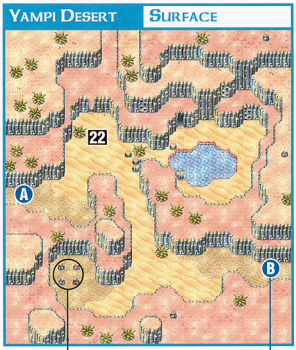
YAMPI DESERT

To get to Yampi Desert you have to do a bit of backtracking. Return to Mikasalla and follow the road that leads southwest across the bridge. From there, keep going west until you reach the coast. Walk north along the coastline, then follow the road as it turns east on a narrow strip of land between two rivers. That path leads directly to Yampi Desert.

OBJECTIVES

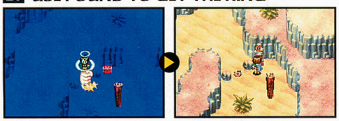
1. Defeat the King Scorpion and acquire the Scoop Gem.
2. Find a way through the desert.





SCOOP PSYNERGY—PAGE 55
If you think this rock formation looks suspicious, you're right. There's a ladder hidden in the middle, but you won't be able to use it until you acquire Scoop.

21 USE POUND TO GET THE RING

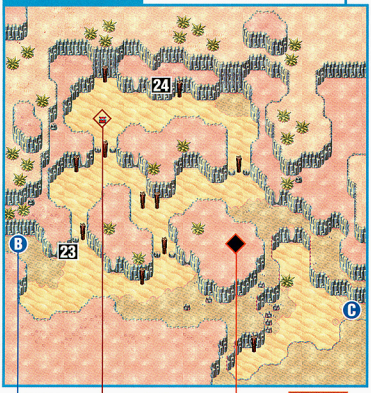


To reach the treasure chest that contains the Guardian Ring, use Pound on the pillar blocking your path. The handy little item increases the maximum HP of whoever equips it.

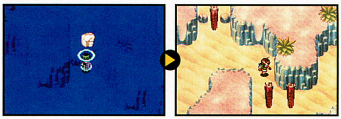
22 THE MAYOR AND HIS ENTOURAGE

A group of travelers from Madra, including the town elder and his son, the mayor, are stuck in Yampi Desert. They're trying to follow Briggs and his group of scurvy pirates to the village of Alhafra.

Yampi Desert — Surface

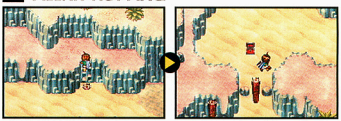


23 Pound Selectively



Use Pound on the first pillar you see, but not on the one directly south of the treasure chest (you're going to need it to hop across—see below). Instead, run around to the right of the center mesa and use Pound on the pillar there to reach the north section of the map.

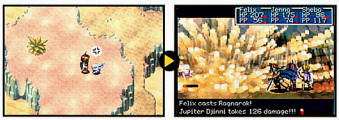
24 Pillar-Hopping



Use Pound on the pillar against the north-central wall and climb the exposed handholds. Hop across the pillars in the area to reach a Jupiter Djinni named Blitz (see map).

Jupiter Djinni — Blitz

Here Comes the Blitz



As you'd probably expect of a Djinni named Blitz, the little bugger's not going down without a fight. It's weak against fire, but Felix's always-potent Ragnarok Psynergy works even better—use it if you have it.

Blitz

HP	PP	ATK	DEF	AGILITY	EXP	COINS
165	14	32	6	22	28	85

Effect: Numb a foe with a lightning strike.

TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
9	0	0	2	2	1

Yampi Desert — Surface

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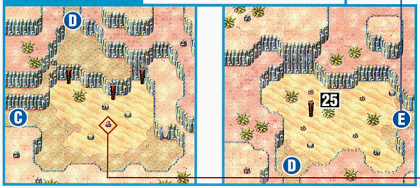
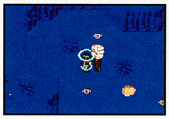
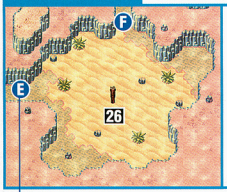


25 The Scorpion King



There's a large scorpion burrowing through the sand. Use Pound on the lone pillar to divert the scorpion eastward, then follow it.

Yampi Desert — Surface



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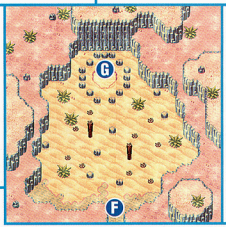
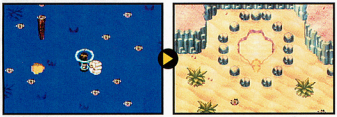
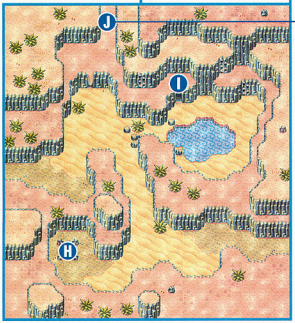


26 Give the Scorpion a Headache



Diverting the scorpion in the next two areas requires careful timing, so set a shortcut for Pound to the L or R Button. In the first area, use Pound when the scorpion is northeast of the pillar, near the top of the screen. In the next area, use Pound on the right-hand pillar when the scorpion is northwest of it (near the middle of the screen), but before the scorpion turns south.

Yampi Desert — Surface



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Yampi Desert — Boss

King Scorpion takes 84 damage. Jenna casts Blast!

King Scorpion

The King Scorpion is fairly weak against all Psynergy types. Physical attacks are also effective if you have powerful weapons. Use Iron to boost your defense.

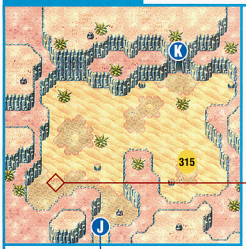
HP	PP	ATK	DEF	AGILITY	EXP	COINS
1,064	0	101	32	39	440	228

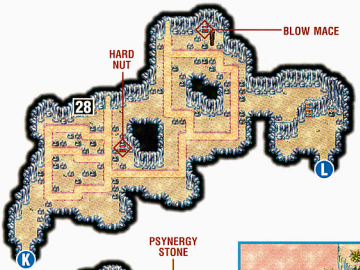
27 Try Out Your New Psynergy

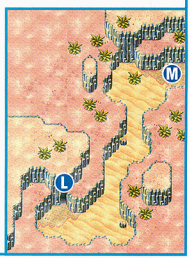
After defeating the King Scorpion you'll pick up the Scoop Gem. The character who equips the gem can use the Scoop Psynergy to dig into soft ground. Use it on the spot between the rocks shown in the picture to the left and ride the geyser back to the surface. Backtrack to point H on the map and use Scoop again to reveal a ladder.

Yampi Desert — Catacombs

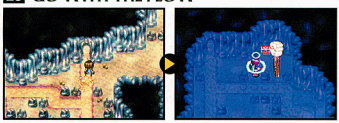
YAMPI DESERT — SURFACE



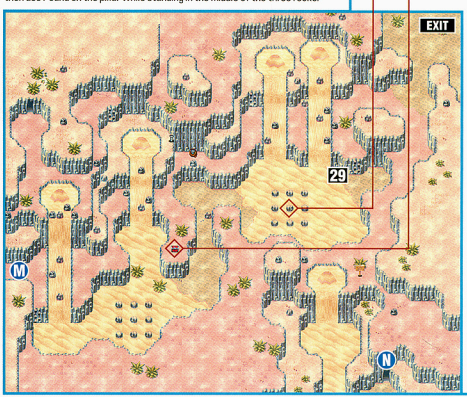




28 GO WITH THE FLOW



Let the sand flow carry you until you get to point 28 on the map, then step north. Run east across the sand flow, then follow it back down from the other side of the column to get the Hard Nut. To reach the Blow Mace, run back and forth across the left side of the eastern sand flow until you get to the top, then use Pound on the pillar while standing in the middle of the three rocks.



29 MORE FUN THAN A WATER SLIDE

Reaching the treasure chest that contains the Trainer's Whip is a bit tricky. Climb up the eastern handholds, run left across the two sand falls, then use Lash on the rope and shimmy across. While sliding down the sand fall to your immediate left, bear right to land on the ledge that holds the chest. Use the same technique while sliding down the northeastern sand fall to reach the exit.

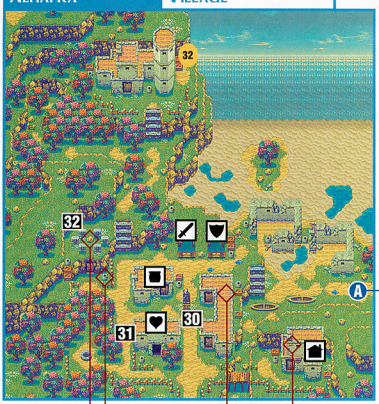
ALHAFRA

Alhafra is visible as soon as you leave Yampi Desert. The city has fallen on hard times recently because the massive tidal wave destroyed many of its residents' homes. Alex is resting at the inn, and if you visit him he'll tell you that Alhafra's only boat has already been sold. The buyers will sound a bit suspicious, though.

OBJECTIVES

1. Watch the group from Madra arrive.
2. Eavesdrop on the suspicious man lurking near the trees.
3. Defeat Briggs and his gang of pirates.
4. Fix the boat as much as you can.

ALHAFRA — VILLAGE



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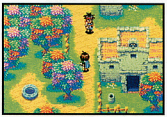
31 AN ACCOMPLICE?



As you walk past the small grove in the southwest corner of town, you'll overhear a man talking to himself about Briggs. The suspicious fellow then runs off toward the east.

32 PAY YOUR RESPECTS

Stop by the cemetery and use Reveal to perceive a hidden treasure chest that contains a Psy Crystal.

30 I WOULD WALK 500 MILES

The group from Madra will finally arrive when you approach the statue in the middle of town. After a lengthy cut scene in which one of the Madrans paraphrases a song from Scottish pop duo The Proclaimers, they'll go to see the mayor of Alhafra.

PRICE LIST

ITEMS

HERB	10
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

WEAPONS

LONG SWORD	200
BROAD SWORD	1,000
HUNTER'S SWORD	520
BATTLE AXE	280
HEAVY MACE	40

ARTIFACTS

MAGIC ROD	380
WITCH'S WAND	860

ARMOR

LEATHER ARMOR	240
TRAVEL VEST	50
TRAVEL ROBE	200
WOODEN SHIELD	40
LEATHER GLOVES	220
LEATHER ARMLET	180
OPEN HELM	180
LEATHER CAP	30
CIRCLET	120
LEATHER BOOTS	270

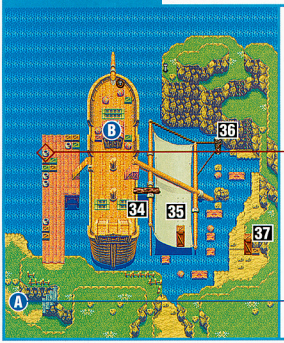
ARTIFACTS

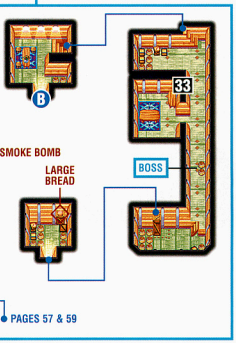
SAFETY BOOTS	700

INN

ONE ROOM	21

Alhafra — Eastern





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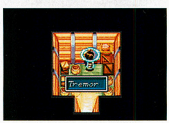
33 Defeat Briggs, Fetch Bread



Go to the bottom of the ship to face off with Briggs (see below). After you defeat him, head south and use Move on the large crate to reveal a hidden doorway. Inside, stand next to the crate and use Tremor to knock down a loaf of bread.

Eastern Alhafra — Boss

Briggs

Briggs can call for help with the Signal Whistle, so focus all of your attacks on defeating him first. Break out the Djinni, and summon as frequently as possible.

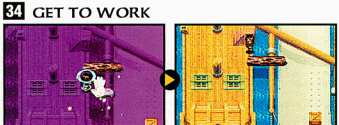
HP	PP	ATK	DEF	AGILITY	EXP	COINS
984	0	129	29	76	333	891

Sea Fighter

Don't worry about defeating the Sea Fighters until Briggs is out of the picture. He'll just call for reinforcements, and there seems to be an endless supply of them.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
197	0	119	28	61	89	130

34 Get to Work



With the dread pirate Briggs in jail, you can get to work repairing the ship. Start out by using Move on the rock underneath the log to pull it into the water, then physically push the log in after it.

35 How Did That Get There Anyway?

Walk down the ship's mast and physically push the other small rock into the water. When that's done, use Move to pull the large crate off the sail and into the water.

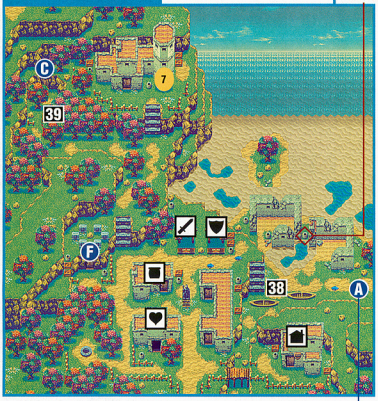
36 Untie the Mast

To untie the mast, you'll have to use Pound on the gray pillar. You can reach the pillar two ways: by climbing down the rope that hangs from the south end of the mast and hopping across the debris, or by walking the tightrope at the north end of the mast, hopping onto the deck, using Lash on the rope there, shimmying across and climbing down the vines.

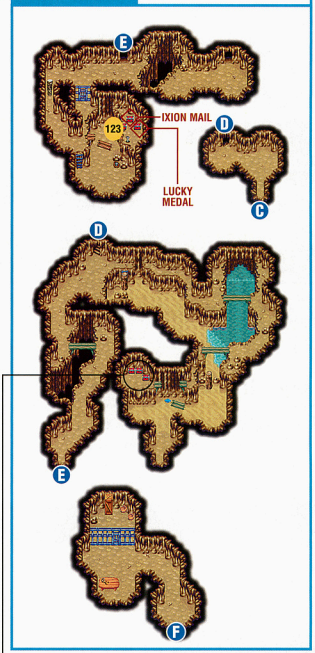
37 Litterbug

To slide the other large crate into the water, use Move on it from the south, then from the north, then push it in by hand. Unfortunately, that's all your party can do for the moment. Congratulations! You might not have completely repaired the ship, but you did manage to fill Alhafra's port with garbage.

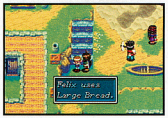
ALHAFRA — VILLAGE



ALHAFRA — CAVE



38 DO A GOOD DEED...



On your way back into town, you'll see a little boy crying at the bottom of the stairs. If you talk to him, he'll tell you that he's hungry. Give him the loaf of bread you found inside the ship.

39 ...AND YOU SHALL BE REWARDED

The man standing guard at the cave's entrance is the little boy's father. To show his appreciation, he'll let you enter the cave. Before leaving town, stop by the prison to see an interesting cut scene involving Briggs and his family.

FROST—PAGE 101

Once you've learned the Frost Psynergy, you can grab the treasure chests that are tempting you on the ledge above. Until then, you can only window shop.

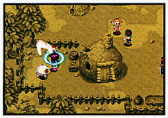
MIKASALLA

Before proceeding to the continent of Gondowan, you should make a couple more stops in Osenia to grab some goodies. First head back to Mikasalla. The quickest route is via the Air's Rock exit in Yampi Desert (see map on page 56).

NEED A SPARK?

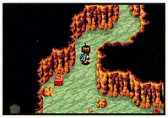
Your purpose for retuning to Mikasalla is to collect a Mars Djinni named Spark. It's a little out of your way, but Spark's effect makes the trip well worthwhile.

POOPER SCOOPER



Use your recently acquired Scoop Psynergy on the ground between the chicken and the sheep in the southwest corner of town. We usually wouldn't recommend digging around near livestock, but sometimes you have to get your hands dirty to find a hidden ladder.

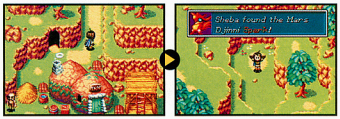
UNDERGROUND TUNNEL



The ladder leads to a small underground tunnel. There's not much to see there (the crates and jars are empty), so climb up the ladder at the north end of the tunnel and exit.

MARS DJINNI — SPARK

GO TEAM!



Head north from the tunnel's exit—the Mars Djinni is in the next area. Spark will come along peacefully, and its ability to revive an ally is one of the most useful Djinn effects in the entire game.

SPARK

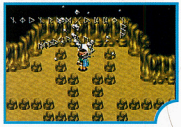
Effect: Revive an ally with cheers of support.

TYPE	ELEMENT
Mars	Fire

HP	PP	ATK	DEF	AGILITY	LUCK
11	6	0	0	0	0

OSENIA CAVERNS

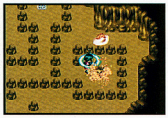
Your final stop in Osenia is the Osenia Caverns. To get there, follow the road leading north from Mikasalla, turn east at the dead end and squeeze through the mountains beyond the dark-green patch where you found Sour (page 43).



OBJECTIVE

1. **Acquire the Megaera summon.**

X MARKS THE SPOT



Once inside the caverns, you'll see a spot on the ground with an *X*-shaped crack. Use your Scoop Psynergy on the crack to reveal a hidden ladder and climb down it.

THE GODDESS OF REVENGE

Walk through the underground tunnel and climb up the ladder at the other end to reach the Megaera summon. To summon Megaera, you need one Mars Djinni and one Jupiter Djinni on standby.

CHAPTER 4

Gondowan

1. Gondowan Cliffs
2. Naribwe
3. Kibombo Mountains
4. Kibombo

Gondowan

On your second trip to Gondowan you'll find eight Djinn (one Jupiter, two Mars, three Mercury and two Venus), a multielemental summon and two brand-new types of Psynergy. Piers, a water Adept from the mysterious island of Lemuria, will join your party and ask you to help him retrieve the Black Crystal that's used to power his ship. In return, he may let you use the ship to reach the final two elemental lighthouses.

Enemy List

Assassin

HP	PP	ATK	DEF	AGILITY	EXP	COINS
129	0	150	35	84	97	131

Bone Fighter

HP	PP	ATK	DEF	AGILITY	EXP	COINS
122	0	131	35	52	51	63

Death Head

HP	PP	ATK	DEF	AGILITY	EXP	COINS
128	15	130	31	47	55	73

Dirge

HP	PP	ATK	DEF	AGILITY	EXP	COINS
91	0	122	32	32	47	61

Doomsayer

HP	PP	ATK	DEF	AGILITY	EXP	COINS
107	30	148	31	77	107	173

Flash Ant

HP	PP	ATK	DEF	AGILITY	EXP	COINS
76	0	119	38	62	61	71

Mimic

HP	PP	ATK	DEF	AGILITY	EXP	COINS
36	50	177	43	110	400	380

Mole

HP	PP	ATK	DEF	AGILITY	EXP	COINS
96	0	119	22	36	39	60

Pixie

HP	PP	ATK	DEF	AGILITY	EXP	COINS
75	30	135	31	112	96	127

Red Demon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
228	10	173	43	90	129	154

Salamander

HP	PP	ATK	DEF	AGILITY	EXP	COINS
212	18	158	49	50	84	190

Spirit

HP	PP	ATK	DEF	AGILITY	EXP	COINS
116	11	114	30	48	49	67

Wild Gorilla

HP	PP	ATK	DEF	AGILITY	EXP	COINS
130	0	122	32	76	77	80

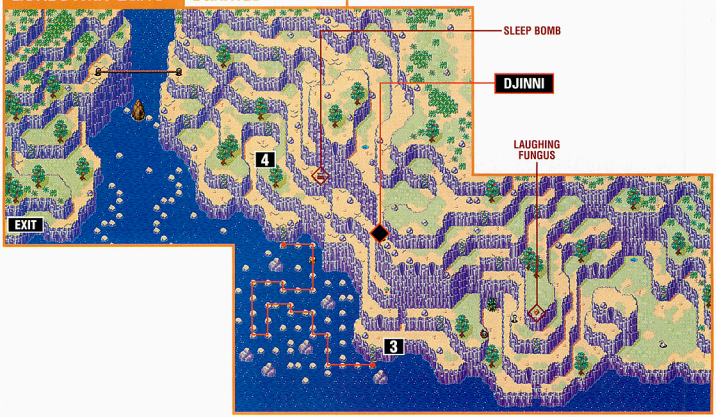
Wolfkin Cub

HP	PP	ATK	DEF	AGILITY	EXP	COINS
115	0	136	32	79	82	95

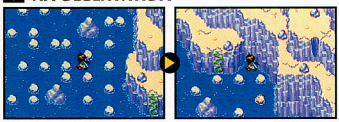
Wyvern Chick

HP	PP	ATK	DEF	AGILITY	EXP	COINS
124	0	128	36	76	83	76

Gondowan Cliffs — Surface

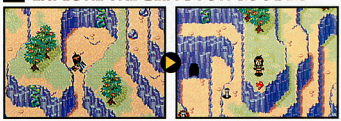


3 An Observation



Climb down the vine and hop across the stones as indicated by the orange line drawn on the map. Note that not once will Felix slip and fall into the water, despite carrying a veritable truckload of equiment on his back. You are truly fortunate to be controlling a character with such impeccable balance.

4 Explore the Cliffs for Goodies



Jump across the gap pictured in the left picture above, then refer to the map to reach the Laughing Fungus, the Mars Djinni, the treasure chest containing a smoke bomb and finally the exit.

Mars Djinni — Kindle

Kindle the Flame of Friendship...

...by showing the Mars Djinni who's boss. Have both of your Mercury Djinn on standby so you can summon Nereid on the first turn. Kindle will counter with some fairly potent offense of its own, so be sure to heal any characters whose HP dips below 70 or so.

Kindle

HP	PP	ATK	DEF	AGILITY	EXP	COINS
403	37	114	29	90	228	273

Effect: Increases all allies' Attack.

TYPE	ELEMENT
Mars	Fire

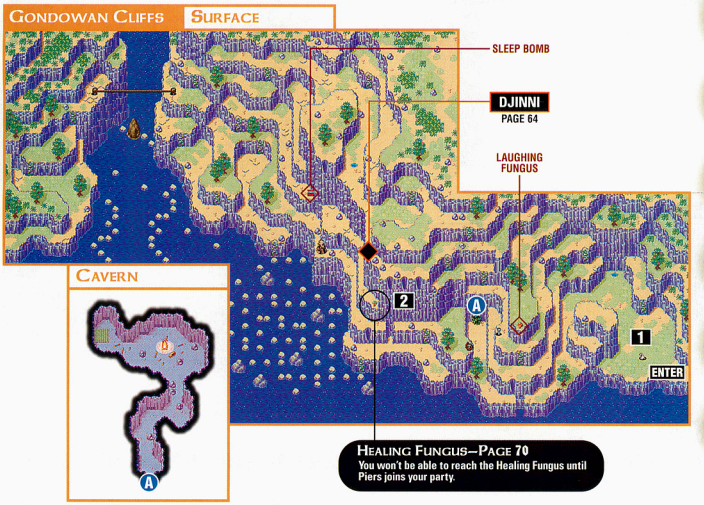
HP	PP	ATK	DEF	AGILITY	LUCK
8	0	5	0	0	1

Gondowan Cliffs

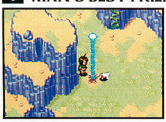
To get to the Gondowan Cliffs, start by returning to Indra via the Osenia Cliffs and the Madra Drawbridge. From Madra, head northwest across the river, follow the road south, turn west when you get to the coast, cross another bridge to the north, then yet another to the west and keep going west until you reach your destination.

Objective

1. Navigate the Gondowan Cliffs.



1 Man's Best Friend



As you enter the Gondowan Cliffs, you'll see a dog sniffing the ground. Use your Scoop Psynergy on the suspicious area to unearth a geyser, then stand on the water and hop onto the cliff to your left.

2 Cliff Jumper

Navigate the cliffs until you come to the trio of slides pictured to the left. Jump down the middle slide, then use Move on the large brown rock to the north to shove it into the water.

MERCURY DJINNI — CHILL

ALL RIGHT, EVERYBODY...CHILL!

To catch your third Mercury Djinni, head north along the road from the Gondowan Cliffs, cross the bridge to the east just before you get to Naribwe, follow the road south on the other side of the river, then wander around the forest near the coast (see the above-left screen shot).

CHILL

HP	PP	ATK	DEF	AGILITY	EXP	COINS
414	37	124	31	96	234	282

Effect: Strike to reduce a foe's Defense.

TYPE	ELEMENT
Mercury	Water

HP	PP	ATK	DEF	AGILITY	LUCK
10	3	0	2	0	0

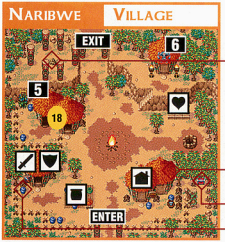
NARIBWE

The tiny village of Naribwe is north of the Gondowan Cliffs. Talk to the villagers to learn about some of the places you'll be visiting in Gondowan. Also, stop by the weapons and armor shop to upgrade your equipment (the Psynergy Rod is a great weapon for Sheba), and be sure to pick up the awesome Thorn Crown in the southeast corner of town (see map).

OBJECTIVES

1. Talk to the villagers to learn about Gondowan.
2. Have your fortune read using the Laughing Fungus.

NARIBWE — VILLAGE



PRICE LIST

ITEMS

HERB	10
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

WEAPONS

BROAD SWORD	1,000
BATTLE RAPIER	2,900
BROAD AXE	1,400
BATTLE MACE	2,600

ARTIFACTS

MAGIC ROD	380
WITCH'S WAND	860
PSYNERGY ROD	3,800

ARMOR

ADEPT'S CLOTHES	850
SILK ROBE	1,400
IRON SHIELD	1,200
ARMLET	900
BRONZE HELM	600
WOODEN CAP	400
SILVER CIRCLET	1,300

ARTIFACT

SAFETY BOOTS	700

INN

ONE ROOM	30

5 SHEBA, HUMAN LEAFBLOWER

If you use Whirlwind to clear away the leaves on the west side of town, you'll uncover a ladder. Climb up and use Reveal near the stone in the center of the totem poles to perceive a treasure chest that contains the Unicorn Ring.

6 USE FUNGUS TO LEARN YOUR FUTURE

It costs 20 coins to have your fortune read. When asked to place an item on the table, select the Laughing Fungus. The fortune-teller will then ask you if you're ready, do a goofy little dance and give you the following reading: "I see you inside a sacred icon. By listening to the voices, you will earn a precious item."

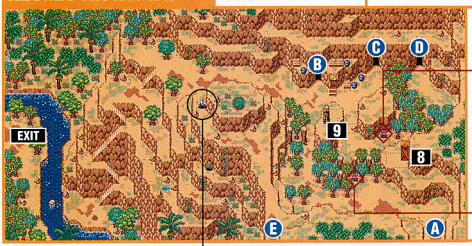
Kibombo Mountains

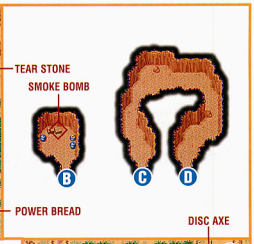
To get to the Kibombo Mountains, follow the road north from Naribwe. The guards standing watch on the mountains won't allow anyone to pass until Akafubu (Kibombo's witch doctor) finishes some sort of ceremony. Climb around the main path and use crates to sneak by the guards. If you're spotted, you'll have to start over at the foot of the mountains.

Objective

1. Sneak through the mountains without being seen.

Kibombo Mountains — Pass





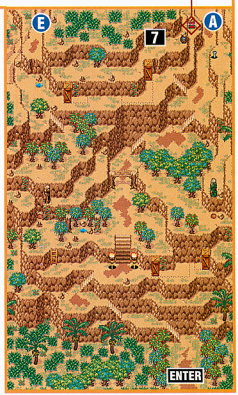
Jupiter Djinni—Page 70
You'll come back through the mountains again later to collect the Djinni after Piers joins your party.

7 The Disc Axe

After you jump down the slide to get the Disc Axe, you'll have to use the large crate nearby to sneak past the guard and climb back up.

8 In the Dark

To get the Power Bread, you have to push the large crate on top of the guard when he's standing next to the ledge.



9 Give the Dog a Bone

Push the pillar into the gap to trap the watchdog south of it. Enter the cave marked B to grab the smoke bomb—when you come back out, use Tremor on the crate to knock a bone off it and distract the dog. Then grab the Tear Stone and use Whirlwind to enter the cave marked C.

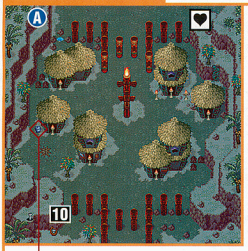
KIBOMBO

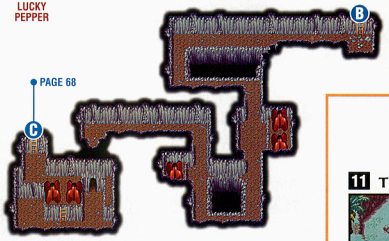
Once you're out of the mountains, cross the bridge and follow the road to the north to reach the village of Kibombo. Everyone is gathered to watch the witch doctor, Akafubu, attempt the ceremony of the Great Gabomba, and torches block the entrances to all of the buildings.

OBJECTIVES

1. Meet up with Piers and have him join your party.
2. Help Akafubu complete the ceremony of the Great Gabomba and acquire the Black Crystal.

KIBOMBO — VILLAGE





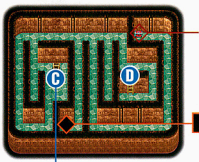
10 GET A BETTER VIEW

Use Lash on the rope, then climb up and hop across the totem poles. Head north and hop across the other set of totem poles, then onto the roof of the north-west hut and onto the ledge so you can proceed to the next screen.

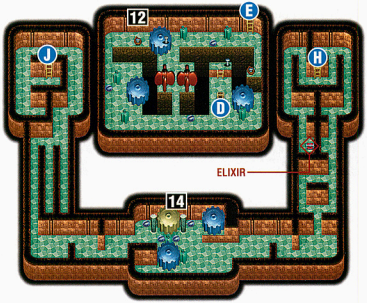
11 THE FOURTH PARTY MEMBER

After taking a moment to watch the ceremony, you'll run into Piers, the Adept who was wrongfully imprisoned in Madra. A lengthy conversation will follow, at the end of which Piers will agree to join your party! To get inside Gabomba, climb down the vine to its right and use Scoop on the nearby crack.

Gabomba — Interior



PAGE 67



Mercury Djinn — Spring, Cascade

Piers joins your party with two Mercury Djinn already in his possession.

Spring

Effect: Restore HP with healing herbs.

TYPE	ELEMENT
Mercury	Water

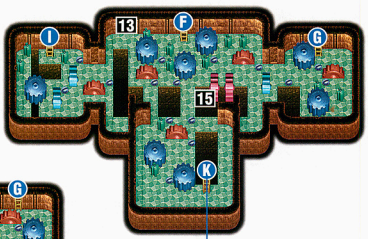
HP	PP	ATK	DEF	AGILITY	LUCK
11	5	0	0	0	0

Cascade

Effect: Create a watery shield.

TYPE	ELEMENT
Mercury	Water

HP	PP	ATK	DEF	AGILITY	LUCK
9	0	0	3	0	2



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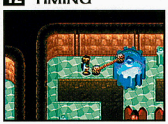
PAGE 69

12 Timing

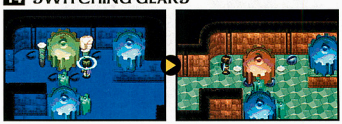


You'll need to stop the gears so you can squeeze between the two red ones. Carefully time Lash to tie the rope to the stake on top of the blue gear.

13 Follow Mouse

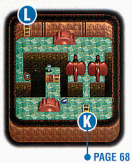
Walk to the west end of the room—you'll see a mouse hop across the gears. Follow his lead to reach the ladder marked G on the map.

14 Switching Gears



Two pillars are holding the large, flashing gear in place. Use Pound on the pillar to the gear's right, then backtrack and climb down the ladders at points I and J so you can use Pound on the pillar to the gear's left. The gear will drop and reverse the direction of all the other gears in Gabomba.

GABOMBA — INTERIOR



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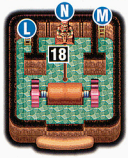
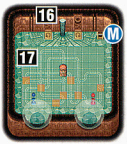
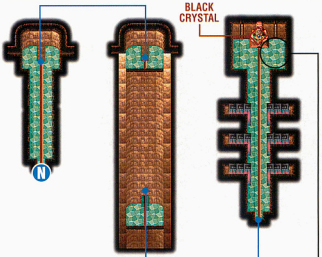
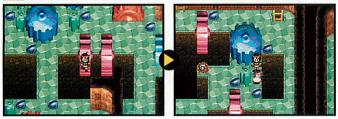






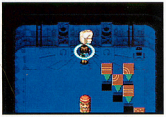
KIBOMBO—PAGE 72
You can't fully explore Gabomba's catacombs until you've learned the Cyclone Psynergy, so come back later.

15 FALLING DOWN



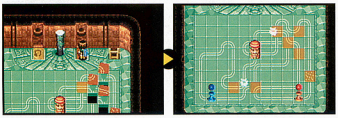
Hop across the gears as you did to reach the ladder marked G, but instead of climbing the ladder, jump onto the left-hand pink gear and let it drop you to the room below. You'll land next to a Venus Djinni named Steel.

16 BROKEN PSYNERGY CONDUIT



Inside the Great Gabomba statue's forehead you'll find a broken conduit that's preventing Akafubu's Psynergy from reaching the generator that opens the statue's mouth. Your party members will decide to fix the conduit so they can get back Piers's Black Crystal. Start out by using Pound on the pillar to levitate the brown blocks.

17 LEND AKAFUBU A HAND



Step on the switches next to the pillar to rotate the blocks clockwise or counterclockwise, then use Pound to drive the blocks back into the floor. Create unbroken lines leading from the blue and red generators to the statue in the center before Akafubu recommences the ceremony, so the Great Gabomba will accept the witch doctor's offering and ingest the Black Crystal.

VENUS DJINNI — STEEL

STEEL YOURSELF FOR BATTLE

Like most Djinn, Steel won't join your party until you defeat it in battle. Some of its attacks can deal massive damage to your entire party, so use wind Djinni and Psynergy to end the fight as quickly as possible.

STEEL

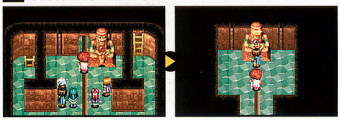
HP	PP	ATK	DEF	AGILITY	EXP	COINS
466	46	143	37	116	279	340

Effect: Siphon a foe's HP with a kiss.

TYPE	ELEMENT
Venus	Earth

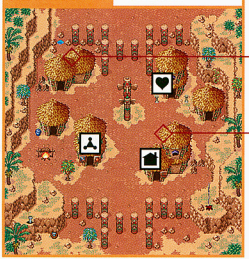
HP	PP	ATK	DEF	AGILITY	LUCK
9	0	4	2	0	1

18 RETRIEVE PIERS'S BLACK CRYSTAL



After successfully completing the ceremony, Akafubu will enter Gabomba and move the large statue blocking the entrance marked N on the map. Follow him through the entrance and down the elevator, then try to grab the Black Crystal to trigger a cut scene. Afterward, you'll be able to explore Kibombo.

Kibombo — Village



Kibombo Mountains

With the Black Crystal in your possession, you finally have access to a seaworthy vessel. Piers's boat is docked at the East Indra Shore, but there are a few stops to make along the way. The first is in the Kibombo Mountains, where Piers's Frost Psynergy will allow you to collect a previously unreachable Jupiter Djinni. (The new guy is coming in handy already!)

Gondowan Cliffs Stopover

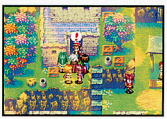
While crossing the Gondowan Cliffs, use Frost on the westernmost puddle of water (see the map on page 63), then climb up the vine to the north, hop across the newly created ice pillar and jump down the slide to obtain the Healing Fungus.

Madra

Things start to get interesting during your return trip to Madra. Everyone is talking about a group of travelers who passed through town recently, led by a man named Isaac. While you're in Madra, you'll also run into Menardi's sister, Karst.

PAGE 71

A Reward from the Mayor



Enter the mayor's house and approach the group of people inside to trigger a cut scene. As you leave the house afterward, the mayor will follow you outside and give you the Cyclone Chip to reward you for helping him earlier.

DJINNI

PAGE 72

Price List

Items

HERB	10
ANTIDOTE	20
ELIXIR	30
NUT	200
SACRED FEATHER	70

Weapons

CLAYMORE	4,000
BATTLE RAPIER	2,900
BROAD AXE	1,400
BATTLE MACE	2,600

Artifact

FROST WAND	5,400

Armor

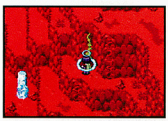
CHAIN MAIL	2,000
ADEPT'S CLOTHES	850
SILK ROBE	1,400
IRON SHIELD	1,200
GAUNTLETS	1,600
ARMLET	900
IRON HELM	1,600
BRONZE HELM	60
SILVER CIRCLET	1,300

Inn

ONE ROOM	48

Jupiter Djinni — Waft

Green Thumb



While walking back through the Kibombo Mountains, head south after the third set of stairs and use Piers's Frost Psynergy on the puddle of water. Climb the fourth set of stairs, hop across the ice pillar you just created and use Growth on the small plant to reach the Jupiter Djinni.

Waft

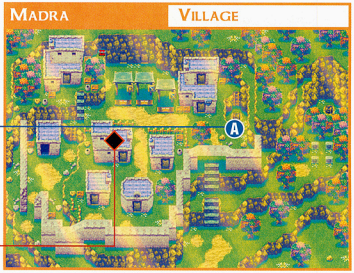
HP	PP	ATK	DEF	AGILITY	EXP	COINS
440	40	134	34	104	255	309

Effect: Calm a foe with soothing scents.

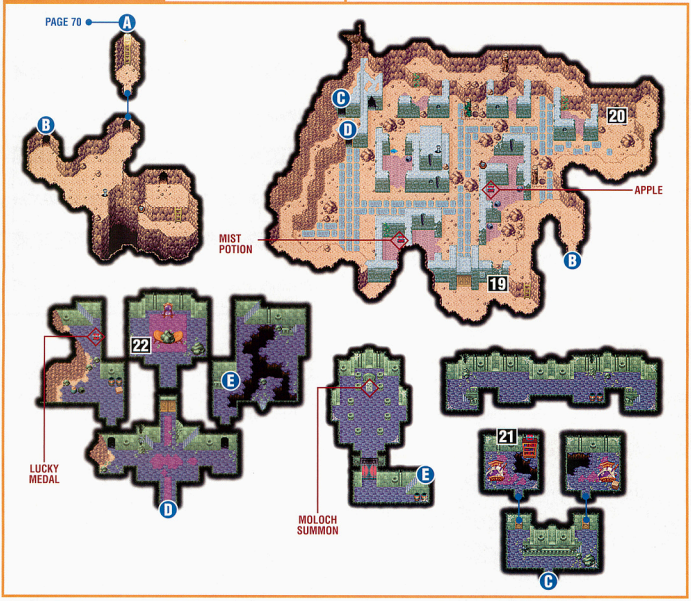
TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
11	0	4	0	0	0

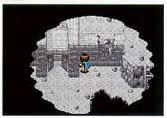
Madra — Village



MADRA — CATACOMBS

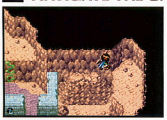


19 OPEN THE GATE WITH REVEAL



The plaque next to the gate in Madra's catacombs reads, "Look upon me with the eyes of truth… Then the door will open." Use Reveal and press the hidden button on the plaque to open the gate.

20 NAVIGATE THE CATACOMBS



Use Frost on the puddle of water and Move on the easternmost pillar. Push the vine-covered pillar right, climb up, hop to the eastern ledge via the pile of rocks at point 20, jump onto the pillar you moved earlier, then onto the adjacent building. Use Lash on the rope, shimmy across, jump down the slide and hop across to the doorway marked C on the map.

21 LOOK OUT BELOW

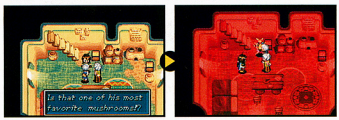
Once inside, use Tremor while standing next to the bookcase to knock the treasure chest off it. The chest will fall down the hole and land in the room below.

22 THE SUN GOD

Head back outside and enter the doorway marked D on the map to retrieve the Ruin Key from the fallen treasure chest. Use the key to unlock the vault that holds the Moloch summon (see map). To summon Moloch, you must have two Mercury Djinn and one Jupiter Djinni on standby.

MARS DJINNI — CHAR

THE OLD MAN'S FAVORITE MUSHROOM



In the house where the Mars Djinni is (see map on page 70), talk to the old man and give him the Healing Fungus you found on the Gondowan Cliffs. As thanks for the delicacy, he'll give you the Djinni.

CHAR

Effect: Paralyze foes with a strong blow.

TYPE	ELEMENT
Mars	Fire

HP	PP	ATK	DEF	AGILITY	LUCK
9	0	2	0	2	1

IMPORTED DATA EVENT

If you returned to Vault in the first Golden Sun and heard about the three thieves who ran away (well, technically two thieves and a bandit), you'll be accosted by those thieves as you leave Madra. Defeat them to acquire the Golden Boots, perhaps the best footwear in the entire game.

BANDIT

HP	PP	ATK	DEF	AGILITY	EXP	COINS
346	0	200	41	98	136	183

THIEF 1

HP	PP	ATK	DEF	AGILITY	EXP	COINS
212	0	196	38	87	115	169

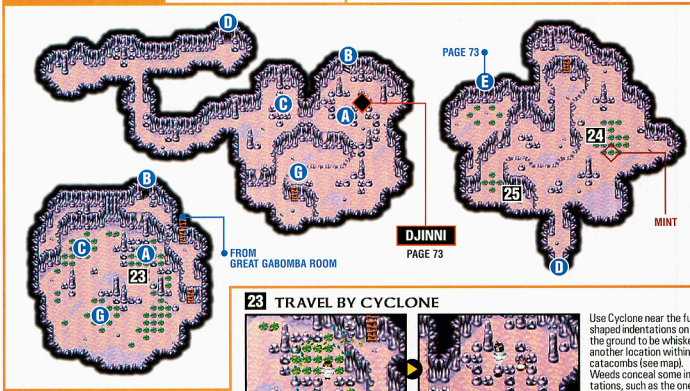
THIEF 2

HP	PP	ATK	DEF	AGILITY	EXP	COINS
212	0	196	38	87	115	169

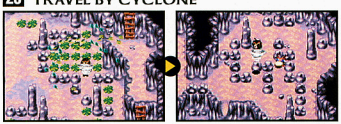
KIBOMBO

With your new Cyclone Psynergy, you can explore the catacombs beneath the Great Gabomba statue in Kibombo. You can either return there by foot, or save yourself some backtracking by sailing there after you acquire Piers's boat (see page 78). To reach the catacombs, climb down the ladder in the room where you retrieved Piers's Black Crystal.

GABOMBA — CATACOMBS



23 TRAVEL BY CYCLONE



Use Cyclone near the funnel-shaped indentations on the the ground to be whisked to another location within the catacombs (see map). Weeds conceal some indentations, such as the one at point A that leads to the Venus Djinni.

VENUS DJINNI — MUD

DON'T STEP IN THE MUD

Mud can do a pretty hefty amount of damage, so attack with wind Djinn and Psynergy to finish it off as quickly as possible. Mud's effect may seem a bit unspectacular, but it can come in handy against enemies with high Agility.

MUD

HP	PP	ATK	DEF	AGILITY	EXP	COINS
500	44	153	41	122	360	358

Effect: Slow a foe with sticky mud.

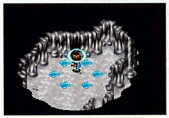
TYPE	ELEMENT
Venus	Earth

HP	PP	ATK	DEF	AGILITY	LUCK
10	4	0	0	3	0

24 CARE FOR A MINT?

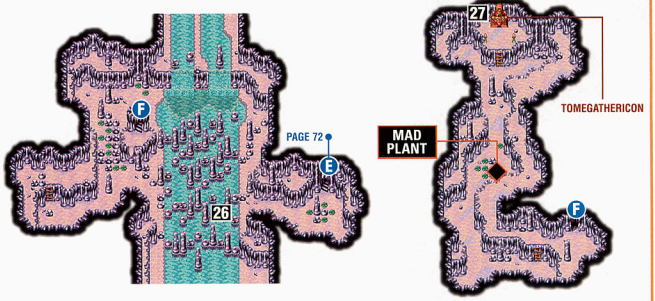
In addition to being a means of travel, Cyclone can uncover hidden items. Use it near the weeds at point 24 on the map to find an Agility-boosting mint.

25 WEED WHACKER

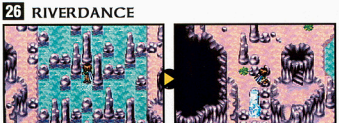


Use Cyclone on the weeds at the south end of the room to expose a puddle of water. Cast Frost on the puddle to create an ice pillar, then climb back up and hop across. While standing near the ring-shaped clump of weeds, use Reveal to find a hidden doorway.

GABOMBA — CATACOMBS



26 RIVERDANCE



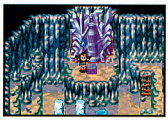
Wind through the rocks and pillars while working your way upstream. Once you're as far north as you can go, cross the river and use Cyclone on the weeds to reveal a puddle of water. Use Frost, then cross the river at the south end, climb the ladder and hop across the ice pillar to reach the exit.

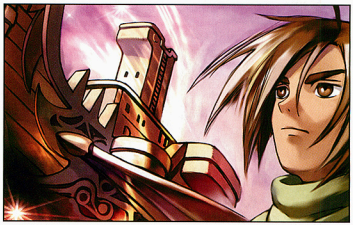
27 THE TOMEGA-WHAT'S IT?

When you approach the Gabomba statue at the end of the corridor, it will offer you the Tomegathericon (say that three times fast) as long as you promise not to tell Akafubu. When equipped, the hard-to-pronounce tome changes a character's class to Dark Mage.

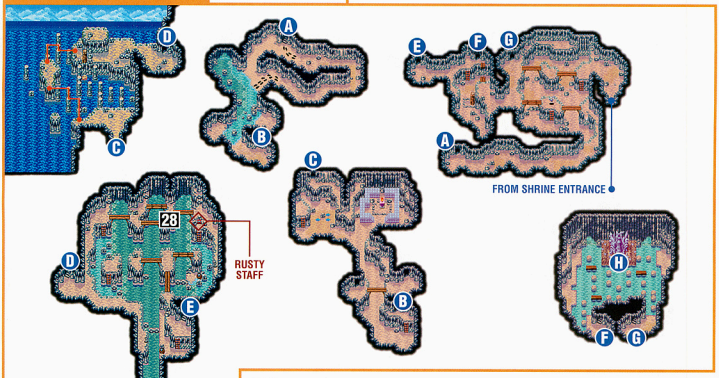
Shrine of the Sea God

The Shrine of the Sea God contains one of the three portions of a powerful weapon called the trident. On the way there, stop in Daila's sanctum to retrieve the Sea God's Tear.

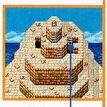




Shrine of the Sea God — Interior

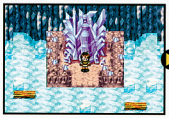


28 Log Riding



Some of the bridges in the shrine will crumble when you walk over them. When they do, walk to either side of the room and look for a log in the water. If you step on the log and push in the direction you want to go, you can ride it to safety.

29 Tears of the Shrine



When you reach a large purple statue, use the Sea God's Tear (see page 29) to open a secret passage that leads to a Trident Prong. If you sold the Sea God's Tear by accident, you can buy it from the Artifacts section of any shop.

Chapter 5

Eastern Sea

1. East Indra Shore
2. Yallam
3. Taopo Swamp
4. Apoji Islands
5. Aqua Rock
6. Tundaria Tower
7. Izumo
8. Gaia Rock
9. Alhafra
10. Champa
11. Ankohl Ruins
12. Sea of Time/Lemuria

Eastern Sea

The Eastern Sea is vast and encompasses all manner of animals and monsters. During the course of your travels—in which you'll visit islands, continents, towers, swamps, ruins and more—you'll have to take on some frightening foes. Any time you need to know how to take down a foe, turn to these pages. We guarantee you'll find a winning strategy.

Enemies

Alec Goblin

HP	PP	ATK	DEF	AGILITY	EXP	COINS
147	0	190	48	914	126	146

Aqua Jelly

HP	PP	ATK	DEF	AGILITY	EXP	COINS
225	5	161	33	78	96	99

Calamar

HP	PP	ATK	DEF	AGILITY	EXP	COINS
104	0	130	34	46	59	79

Cave Troll

HP	PP	ATK	DEF	AGILITY	EXP	COINS
212	0	199	45	44	106	44

Clay Gargoyle

HP	PP	ATK	DEF	AGILITY	EXP	COINS
209	24	210	90	84	100	147

Conch Shell

HP	PP	ATK	DEF	AGILITY	EXP	COINS
102	0	158	43	72	80	81

Death Cap

HP	PP	ATK	DEF	AGILITY	EXP	COINS
117	0	159	19	90	48	56

Dinox

HP	PP	ATK	DEF	AGILITY	EXP	COINS
172	0	264	82	116	239	166

Dire Wolf

HP	PP	ATK	DEF	AGILITY	EXP	COINS
155	0	186	44	101	118	114

Dread Hound

HP	PP	ATK	DEF	AGILITY	EXP	COINS
252	0	211	56	90	116	176

Faery

HP	PP	ATK	DEF	AGILITY	EXP	COINS
105	30	182	46	150	172	175

Fighter Bee

HP	PP	ATK	DEF	AGILITY	EXP	COINS
116	0	155	38	74	67	90

Fire Worm

HP	PP	ATK	DEF	AGILITY	EXP	COINS
97	0	211	49	94	158	113

Ghost Mage

HP	PP	ATK	DEF	AGILITY	EXP	COINS
161	19	168	43	86	80	110

Gnome Mage

HP	PP	ATK	DEF	AGILITY	EXP	COINS
162	24	179	50	108	86	126

Golem

HP	PP	ATK	DEF	AGILITY	EXP	COINS
266	0	217	57	40	105	161

Gressil

HP	PP	ATK	DEF	AGILITY	EXP	COINS
175	30	243	70	145	259	208

Harridan

HP	PP	ATK	DEF	AGILITY	EXP	COINS
231	29	261	66	118	150	164

Living Armor

HP	PP	ATK	DEF	AGILITY	EXP	COINS
201	0	266	99	90	320	205

Lizard Fighter

HP	PP	ATK	DEF	AGILITY	EXP	COINS
212	0	204	61	60	89	124

Mad Plant - 1. Gondowan 2. Gaia Rock

HP	PP	ATK	DEF	AGILITY	EXP	COINS
1. 449	0	181	41	87	321	87
2. 566	0	254	65	114	630	451

Mad Vermin

HP	PP	ATK	DEF	AGILITY	EXP	COINS
131	0	164	22	67	55	80

Magicore

HP	PP	ATK	DEF	AGILITY	EXP	COINS
321	34	253	74	109	169	208

Man o' War

HP	PP	ATK	DEF	AGILITY	EXP	COINS
137	0	193	42	70	55	87

Merman

HP	PP	ATK	DEF	AGILITY	EXP	COINS
162	0	184	46	93	134	139

Mimic - 1. Aqua Rock 2. Gaia Rock

HP	PP	ATK	DEF	AGILITY	EXP	COINS
1. 676	62	240	66	145	760	531
2. 707	64	251	71	153	840	531

Minotaurus

HP	PP	ATK	DEF	AGILITY	EXP	COINS
268	0	276	84	123	318	207

Needle Egg

HP	PP	ATK	DEF	AGILITY	EXP	COINS
119	0	234	94	147	214	110

Numb Ant

HP	PP	ATK	DEF	AGILITY	EXP	COINS
101	0	172	57	91	111	111

Ravager

HP	PP	ATK	DEF	AGILITY	EXP	COINS
189	0	185	47	60	90	95

Roc

HP	PP	ATK	DEF	AGILITY	EXP	COINS
245	0	214	50	116	238	193

Sea Dragon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
270	0	231	68	90	257	194

Seabird

HP	PP	ATK	DEF	AGILITY	EXP	COINS
133	0	166	31	110	106	114

Squirrelfang

HP	PP	ATK	DEF	AGILITY	EXP	COINS
130	0	229	59	168	176	131

Stone Soldier

HP	PP	ATK	DEF	AGILITY	EXP	COINS
179	6	241	105	104	98	98

Undead

HP	PP	ATK	DEF	AGILITY	EXP	COINS
165	0	180	27	58	74	90

Urchin Beast

HP	PP	ATK	DEF	AGILITY	EXP	COINS
89	0	163	54	101	93	79

Virago

HP	PP	ATK	DEF	AGILITY	EXP	COINS
185	0	199	47	89	87	120

Wight

HP	PP	ATK	DEF	AGILITY	EXP	COINS
192	0	205	55	54	92	115

Wood Walker

HP	PP	ATK	DEF	AGILITY	EXP	COINS
230	21	213	75	94	242	201

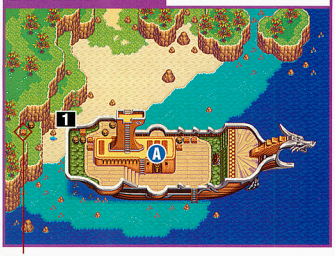
East Indra Shore

After you grab a treasure from the Shrine of the Sea God, it's time to get a boat! Use the Dehkan Plateau to cross the mountains, then walk south to a sandy beach to find the East Indra Shore. Piers's boat is waiting for you, but you'll have to clear out a few stowaways before it'll be ready to sail.

Objectives

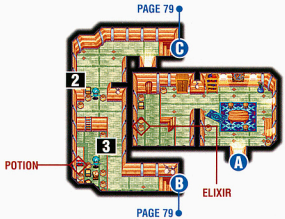
1. Enter Piers's boat and defeat the Aqua Hydra.
2. Sail to the Eastern Sea.

East Indra Shore

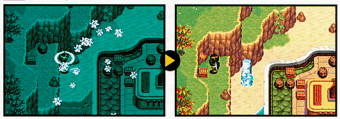


COOKIE

East Indra Shore — Lemurian Ship

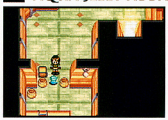


1 Hop, Skip and a Jump



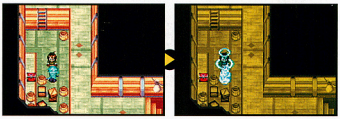
Use Frost on the puddle of water that's west of the boat's stern. Once you create an ice pillar, climb a nearby vine and jump west to the cliff that holds a box and a barrel. Look inside the box for a cookie.

2 Aqua Jelly Assassin



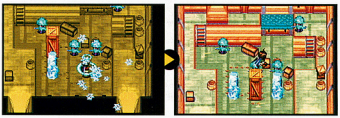
Walk south down the hallway until you encounter a lone Aqua Jelly. The poor critter is more scared of you than you are of it, but go ahead and smite it anyway. That's what good heroes do.

3 A Pillar Thriller



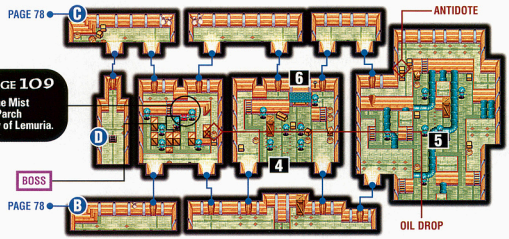
A second Aqua Jelly is hiding at the bottom of a ladder. Eliminate the pest, then cast Frost on the puddle it leaves behind. Climb back up the ladder and use the pillar to jump across the gap, then grab a potion from the chest.

4 Jelly Roll



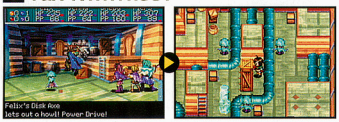
When you enter a room with five Aqua Jellies and a large crate inside, climb down the ladder and take out the two southernmost enemies, then push the crate as far south as you can. (You'll have to use Move at the last step.) Cast Frost on the puddles, then climb back up and leap to the other side.

EAST INDRA SHORE | LEMURIAN SHIP

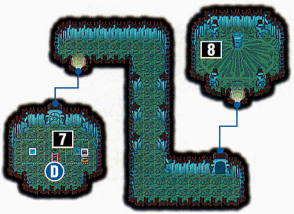


MIST POTION– PAGE 109
You won't be able to get the Mist Potion until you learn the Parch Psynergy and visit the city of Lemuria.

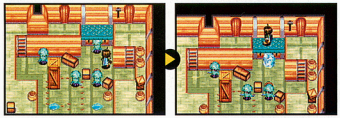
5 FUN WITH FROST



There are more Aqua Jellies waiting in the room that contains blue pipes. Climb up and down ladders and take the creatures out one by one, then use Frost each time they leave a puddle behind. Move the crate down and left to create a pathway to the back of the room.

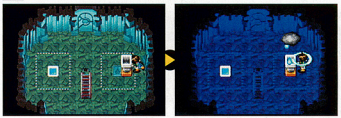


6 LOAD-BEARING AQUA JELLY



When you reenter the room where five Aqua Jellies are, you'll have to cross an unstable green platform. To keep the platform from falling, chase an Aqua Jelly underneath it and take the creature out, then use Frost to create a pillar that will stabilize the platform.

7 RAINDROPS KEEP FALLIN' ON MY BASIN



Push the basin on top of the stone that bears an image of a raindrop, then use Piers's Douse Psynergy to fill the basin with water. Doing so will open the door at the north end of the room.

LEMURIAN SHIP | BOSS

AQUA HYDRA

Have four Mars Djinn on standby and summon Meteor ASAP. Boost your defense with Iron, then let fly with strong Djinni attacks. Use Waft—it may put the boss to sleep.

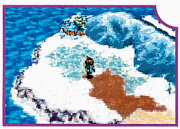
HP	PP	ATK	DEF	AGILITY	EXP	COINS
2,276	70	173	38	63	963	1,612

8 COME SAIL AWAY

The final room in the depths of the boat functions as an engine room. As soon as Piers places the Black Orb inside a crystal, you'll be able to control the boat and sail anywhere you like. Until you get Boat Wings, you can go from the boat to the land only by docking at a sandy beach—you won't be able to drop anchor anywhere else.

E Tundaria Islet

To reach E Tundaria Islet, sail southeast from the place where you got the boat until you hit the continent of Osenia, then follow the shoreline southeast until you find a large beach. Sail due south from the beach and look for a small village on the northern coast of a snow-covered island.



Objectives

1. Get a Lucky Medal from the jar in the old people's house.
2. Reunite the penguins to receive the Pretty Stone.

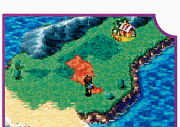
E Tundaria Islet — Surface

A Pair of Star-Crossed Penguins

A pair of penguin lovers have been separated, and the female penguin has a bad leg. Jump across the moving ice blocks to reach the other side of the water, then climb a ladder and push the log into the water. Climb down and return to the injured penguin, then push her to the other side. You'll earn a Pretty Stone for your good deed.

SE Angara Islet

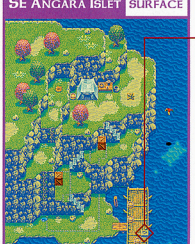
To find SE Angara Islet, sail north around the coast of Osenia until you are above the town of Alhafra, then head due north. Sail past the small island in the middle of the ocean and head for the larger island near Gondowan.



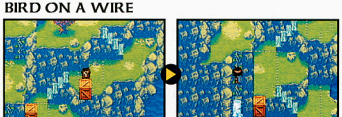
Objectives

1. Get a Lucky Medal from a box on the dock.
2. Climb to the nest and swap the Pretty Stone for a Red Handkerchief.

SE Angara Islet — Surface



Bird on a Wire



Go to the top of the island and push the crate off two cliffs, then position it two spaces to the right of the puddle. Walk up one level and push a second crate on top of the first, then use Frost to create a pillar. Jump from the crates to the pillar, then climb a vine and use Mind Read on the bird you find at the mountaintop. You'll swap the Pretty Stone for a Red Handkerchief.

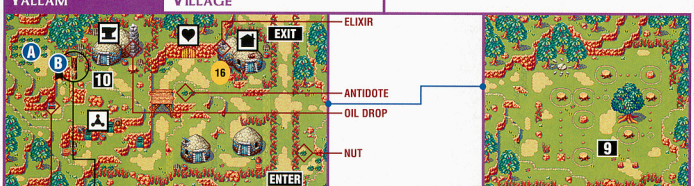
YALLAM

Yallam is located on the northern shore of Osenia, but rocks block the closest landing point. Sail to the southeast tip of Osenia and land on a beach that's on the western side of a river, then walk north until you reach the peaceful burg of Yallam—where townsfolk still talk of a legendary man named Yepp.

OBJECTIVES

1. Play with the children and learn Yepp's songs.
2. Talk to Sunshine the Blacksmith and his wife.

YALLAM — VILLAGE



FORCE SPELL—AFTER JOINING ISAAC'S PARTY

When you meet with Isaac, return and use Force to clear a path to the Masamune—a powerful blade. If you didn't import data, you may not have the Force Psynergy.

9 SING A SONG OF SIXPENCE

Yepp taught the village children songs involving seemingly nonsensical directions. Speak to the kids and play the games that accompany the songs, paying close attention to the lyrics—they are actually instructions for navigating through the Sea of Time.

10 STRIKE WHEN THE IRON IS HOT

The blacksmith in Yallam is named Sunshine, and he hasn't had work in quite a while. He will create some of the strongest weapons and items in the game, but you must first bring him a rusty weapon or a forgeable item. Once you give him an item, you must leave the town and return before you can pick up the completed object. (You can just turn around and walk right back into town if you want.) For a complete list of weapons, armor and items that Sunshine can create—and also a price list—see page 167.

PRICE LIST

ITEMS

HERB	10
NUT	200
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

INN

ONE ROOM	64

ARMOR

JERKIN	2,400
HEAVY ARMLET	2,000
MAIL CAP	2,000

WEAPONS

CLAYMORE	4,000
BATTLE RAPIER	2,900
BROAD AXE	1,400
BATTLE MACE	2,600

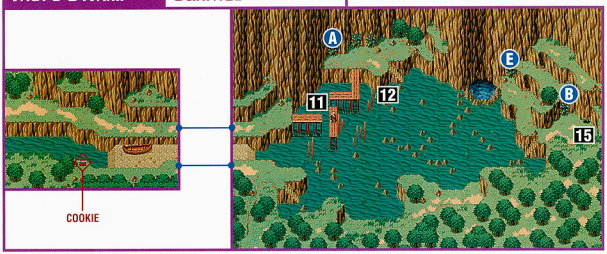
Taopo Swamp

The harsh landscape of Taopo Swamp is located due south of Yallam. To get there, leave Yallam from the northern exit and then follow the road along the coastline until it turns inland. Continue on the road and cross a bridge, then look for the swamp near the mountains.

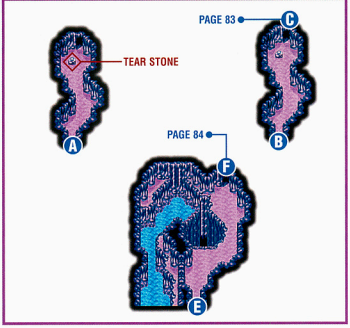
Objectives

1. Get the Venus Djinn named Flower.
2. Get the Star Dust and bring it to the blacksmith in Yallam.

Taopo Swamp — Surface



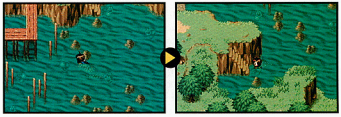
Taopo Swamp — Catacombs



11 On the Stump

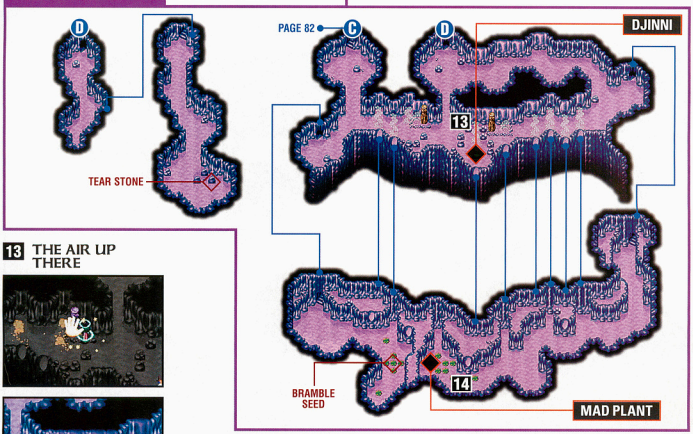
Use Move to pull the stump toward you and send it crashing into the water. Once it's out of the way, jump up to the small outcropping of land and use Whirlwind to clear the leaves from the cave, then grab a Tear Stone by using Scoop.

12 Bubble Bobble



The green goo of the swamp will quickly pull you under unless you are standing on an air bubble. Run east from bubble to bubble to cross the swamp and reach the door marked B on the above map, then head southwest to find the Cookie. If you sink, you'll have to try again.

TAOPO SWAMP — CATACOMBS



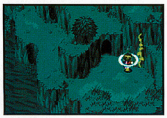
13 THE AIR UP THERE

There's a Djinni, Flower, in the catacombs. Walk through bursts of air (watch them for a moment to learn their timing), then push the pillars on either side of the Djinni so they block air vents—a burst of air will push Flower off the cliff.

14 MAD PLANT VS. FELIX

After you grab Flower, slide off the platform and cast Cyclone on a clump of weeds to the left of the slide. When a Mad Plant appears, take it out with your strongest attacks. Fire works particularly well on the frustrating flora.

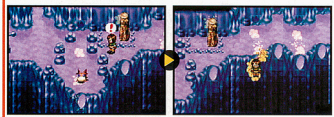
15 TIME FOR VINES



Return to the entrance of the catacombs and cast Growth on the small vine to your right. (Give Felix a Mars Djinni and multiple Venus Djinn if you don't have the spell.) When you create a giant vine, climb up and slide down two slides, then use Whirlwind on the pile of leaves to find a door.

VENUS DJINNI — FLOWER

PICKING A FLOWER



Once Flower falls off the cliff (see tip 13 for information on how to make that happen) go down the slide to the right of the right-hand pillar. When you land, walk left and jump across a small gap, then take the fight to Flower. Use Char and Blitz to stun the Djinni so it can't run away.

FLOWER

HP	PP	ATK	DEF	AGILITY	EXP	COINS
590	53	182	51	149	519	432

Effect: Refresh allies and restore HP.

TYPE	ELEMENT
Venus	Earth

HP	PP	ATK	DEF	AGILITY	LUCK
12	4	0	0	0	0

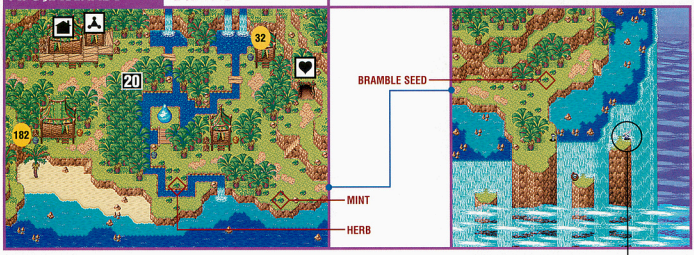
Apojii Islands

The Apojii Islands are located within a larger group of islands near the edge of the world. Sail northeast from Yallam until you find the group, then head for the northernmost body of land. Buy the Water of Life while you're here—the rare item can revive a fallen friend in the middle of battle.

Objectives

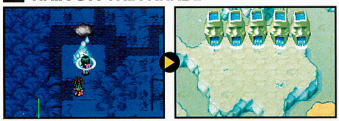
1. Buy items from the store.
2. Cast Douse on the Aqua Stone.

Apojii Islands — Surface



Mercury Djinni – Page 99
You can't get this Djinni until you learn the Sand Psynergy. See page 99 for more information.

20 Rain on the Parade



There is an odd-shaped blue rock called the Aqua Stone sitting in the center of town. Cast Douse on the Aqua Stone to open a path to Aqua Rock—which is on an island to the south. Once you've done so, return to the boat and set sail for Aqua Rock. Or you can stay in Apojii Islands and eat pineapple for the rest of the game.

Town Prices

Items

HERB	10
NUT	200
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

Artifacts

WATER OF LIFE	3,000

Weapon

GREAT SWORD	7,000

Artifacts

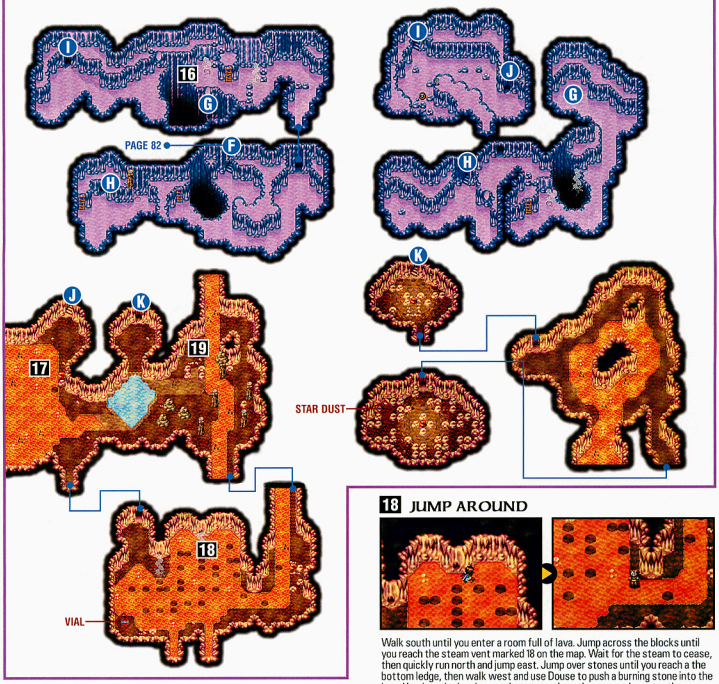
DRAGON AXE	10,300
ANGELIC ANKH	6,400

Armor

ARMORED SHELL	3,600
KNIGHT'S SHIELD	3,000
STEEL HELM	3,100
GUARDIAN CIRCLET	3,400

Inn

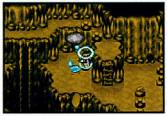
ONE ROOM	56



18 JUMP AROUND

Walk south until you enter a room full of lava. Jump across the blocks until you reach the steam vent marked 18 on the map. Wait for the steam to cease, then quickly run north and jump east. Jump over stones until you reach a the bottom ledge, then walk west and use Douse to push a burning stone into the lava. Head north, dousing another stone along the way and reenter the room where there's a lava flow.

16 STEAM BATH

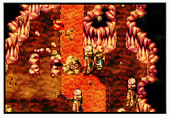


Wait for the steam to stop, then use Douse to fill the vent with water and Frost to make a pillar. Climb and jump to the pillar, then go north.

17 THE FIRE INSIDE

Use Douse to turn the red tock into a block of ice, then Move it into the lava. Jump to the ice block, then jump south to a rock and east to dry land.

19 TREMORS



Stand next to the boulder on a pillar and use Tremor to make it fall in the water and stop the lava. Once you do, go back to the room south of you and pick up the vial, then go back north and through the door north of the lake. Walk through the passages until you enter the final room, then douse the stone and use Reveal and Scoop to find the Star Dust.

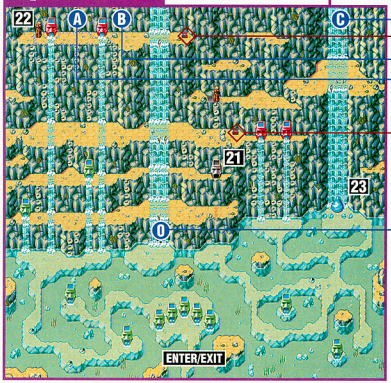
Aqua Rock

Aqua Rock is a watery maze that has sent many a traveler to his doom. It's located south of the Apojii Islands and looks like a large blue blob in the middle of a small piece of land. You'll need careful timing to scale the sheer cliff face that leads to the interior, and a little help from a waterfall with unusual properties.

Objectives

1. Get the Mist Sabre at the top of the cliff.
2. Learn the Parch Psynergy.
3. Get the Djinni Steam.

Aqua Rock — Surface



PAGE 87
NUT
PAGE 87
ELIXIR
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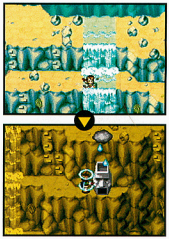
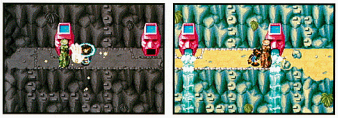
21 Fill the Statue



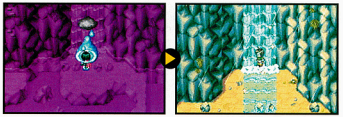
Climb back down to the middle platform (where the Elixir is), then let the large waterfall flush you down a level. Walk east until you find an empty Moai Statue, then use Douse to fill it. Climb down one more level and let the waterfall from the new statue flush you to the bottom of the cliff. Follow the new path around until you find a second Aqua Stone.

22 Water, Water Everywhere



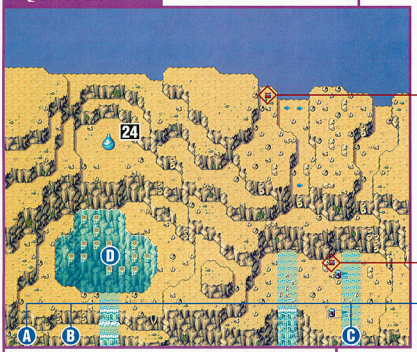
Climb the cliff face, taking the left-hand path whenever possible. At one point, you'll have to anticipate when a waterfall will stop—climb during the dry spell only. When you reach the top, use Move and push a pillar in front of the Moai Statue's waterfall, then use the handholds to climb south, east and then north. Once you're back on two feet, use Move to pull the pillar toward you, then push it in front of the second Moai Statue.

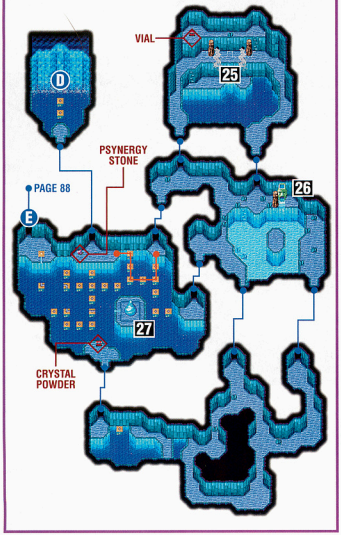
23 Break the Law . . . of Physics!



When you cast Douse on the second Aqua Stone, it will cause a waterfall to start flowing up instead of down. Return to the beginning of the path and use the right-hand path to climb back up the cliff as far as you can. Wait until you see a break in the water's flow, then climb up and duck to either the left or right before the falls start anew. (Start moving when you see a break in the waterfall at the top of the screen, not when it passes you.) When you can climb no farther, walk east and step into the upward waterfall.

AQUA ROCK — SURFACE AND INTERIOR





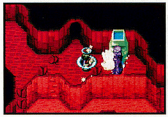
24 WATERFALL WHIMSY

Push and use Move on two blue blocks to the right to create barriers that prevent you from being flushed down the waterfall. When you reach the Aqua Stone, use Douse to fill the lower area with water and gain access to the interior.

25 MOVERS AND SHAKERS

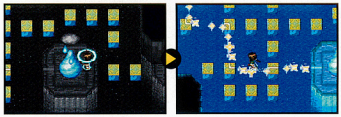
Push the left-hand pillar in front of the steam, then use Move to pull the right-hand pillar in front of the steam. Next, use Move to pull the left-hand pillar right, then walk to the far side of the right-hand pillar and use Move to push it left. Climb the handholds and use the pillars to leap across and grab a Vial from the chest.

26 CRYSTAL POWDER

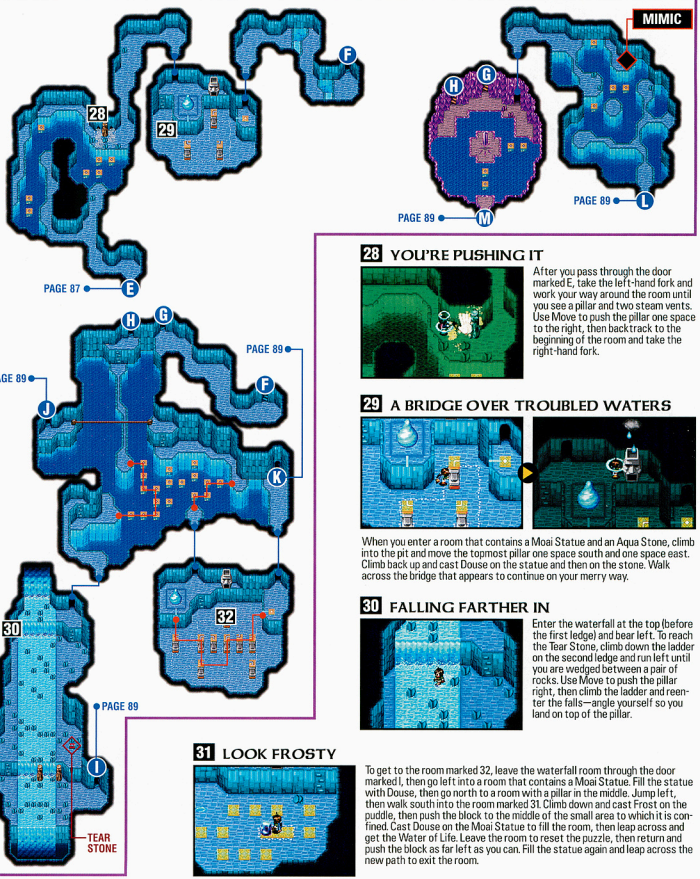


If you want some Crystal Powder, use Move to push a pillar in front of the Moai Statue, then climb into the pit and cast Frost on three puddles. Use the ice pillars to leap to the other side, then run all the way around the next room until you emerge on a small island near the cave's entrance. Grab the Crystal Powder from the chest.

27 THIS SEEMS FAMILIAR



Jump to the Aqua Stone in the middle of the room that contains floating platforms, then cast Douse on the blue rock. Walk along the path that emerges from the stone to enter the next area.



28 YOU'RE PUSHING IT

After you pass through the door marked E, take the left-hand fork and work your way around the room until you see a pillar and two steam vents. Use Move to push the pillar one space to the right, then backtrack to the beginning of the room and take the right-hand fork.

29 A BRIDGE OVER TROUBLED WATERS

When you enter a room that contains a Moai Statue and an Aqua Stone, climb into the pit and move the topmost pillar one space south and one space east. Climb back up and cast Douse on the statue and then on the stone. Walk across the bridge that appears to continue on your merry way.

30 FALLING FARTHER IN

Enter the waterfall at the top (before the first ledge) and bear left. To reach the Tear Stone, climb down the ladder on the second ledge and run left until you are wedged between a pair of rocks. Use Move to push the pillar right, then climb the ladder and reenter the falls—angle yourself so you land on top of the pillar.

31 LOOK FROSTY

To get to the room marked 32, leave the waterfall room through the door marked I, then go left into a room that contains a Moai Statue. Fill the statue with Douse, then go north to a room with a pillar in the middle. Jump left, then walk south into the room marked 31. Climb down and cast Frost on the puddle, then push the block to the middle of the small area to which it is confined. Cast Douse on the Moai Statue to fill the room, then leap across and get the Water of Life. Leave the room to reset the puzzle, then return and push the block as far left as you can. Fill the statue again and leap across the new path to exit the room.

Tundaria

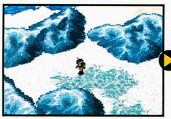
Tundaria is the large icy continent at the southern edge of the map. The biggest attractions on the desolate plains are a couple of Djinn and a tower filled with treasure. Park your boat on the eastern edge of the continent, then hike west until you find the tower. Head southwest to pick up the Djinn, then return to the tower and clear it.

Objectives

1. Find Wheeze in the plains.
2. Find Reflux in the tower.
3. Learn the Burst Psynergy.
4. Collect all the treasure in Tundaria Tower.

Jupiter Djinni — Wheeze

Cool as Ice



Wheeze is located in the Tundaria plains, near the tower. When you see the lighthouse, walk southwest until you find a small nook surrounded by mountains (it will have a patch of light blue ice near the southern mountain). Take out the Djinni to make it join your band.

Wheeze

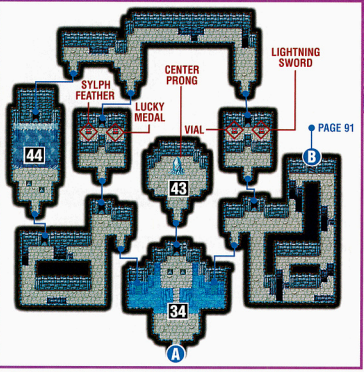
HP	PP	ATK	DEF	AGILITY	EXP	COINS
740	68	234	70	197	781	556

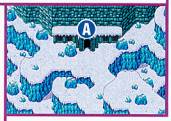
Effect: Poison a foe as you strike.

TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
9	3	5	0	0	0

Tundaria Tower — Interior





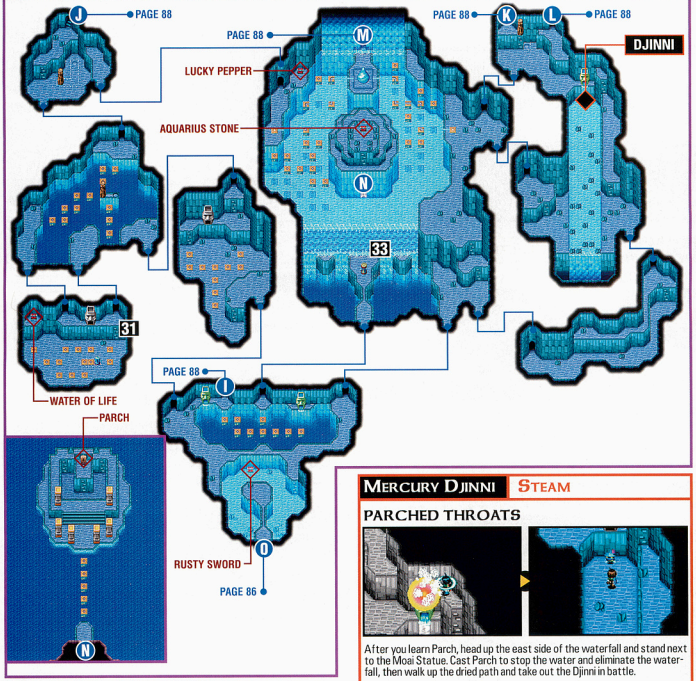
34 All Dried Up

Cast Parch on the two pools of water at the entrance to the tower to reveal a pair of staircases. Take the right-hand passage first—you'll have to come back for treasure after you learn Burst.

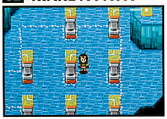
35 Slip and Slide

The colds of Tundaria have created sheets of ice across much of the tower. To reach the treasure in the room marked 35, you'll need to slide across the ice in a specific pattern (follow the orange line on the map at the top of page 91). To exit the room, follow the white line on the map.

AQUA ROCK — INTERIOR

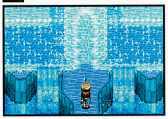


32 MAKE A PATH



Push the first pillar to the SW corner, the second two spaces to the left, and the third three spaces down, two left and one down. Cast Douse on the statue and stone.

33 GET THE SPELL



Grab the Aquarius Stone and place it on the pedestal in front of the waterfall. You will clear a path and let you learn the Parch Psynergy.

MERCURY DJINNI — STEAM

PARCHED THROATS

After you learn Parch, head up the east side of the waterfall and stand next to the Moai Statue. Cast Parch to stop the water and eliminate the waterfall, then walk up the dried path and take out the Djinni in battle.

STEAM

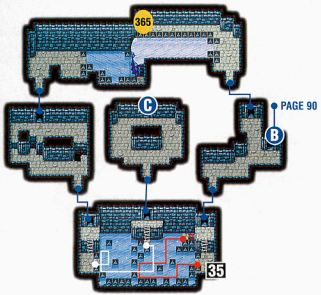
HP	PP	ATK	DEF	AGILITY	EXP	COINS
620	56	192	54	159	571	457

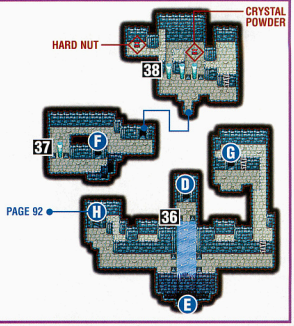
Effect: Increase all allies' elemental strength.

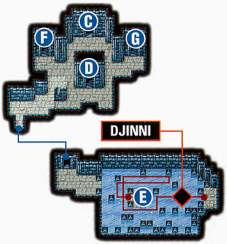
TYPE	ELEMENT
Mercury	Water

HP	PP	ATK	DEF	AGILITY	LUCK
10	0	5	0	0	0

TUNDARIA TOWER — INTERIOR



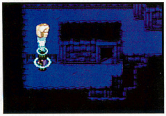




36 RETAIN YOUR EDGE

There is a Djinni in the basement of the tower, but reaching it requires a leap of faith. Go through the door marked D on the map and slide down the frozen waterfall and off the edge. You'll land on a sheet of ice next to the Djinni.

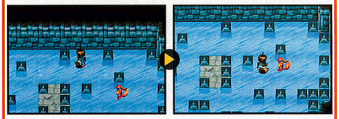
37 SMASHY SMASHY



Use Pound on the ice pillar blocking your way to gain access to the back areas of the tower. Pound doesn't drive the pillar into the ground—it shatters it into tiny pieces. It's great for making ice at parties.

MARS DJINNI — REFLUX

OOPSY-DAISY!



To skate to Reflux, follow the red lines on the map to the left. When you run into the Djinni, you'll send it crashing into the wall. Follow it and press the A Button to engage it in battle. Water attacks work very well, but be careful—Reflux has a nasty temper.

REFLUX

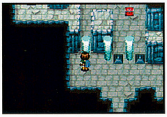
HP	PP	ATK	DEF	AGILITY	EXP	COINS
756	69	231	68	199	794	563

Effect: Counter an enemy's attack.

TYPE	ELEMENT
Mars	Fire

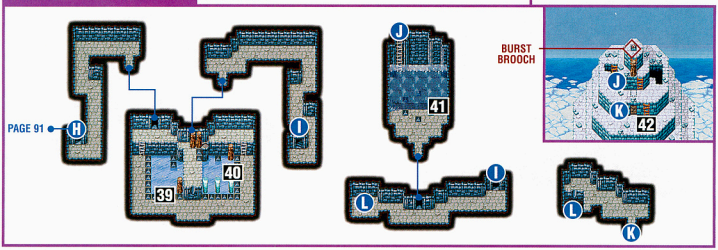
HP	PP	ATK	DEF	AGILITY	LUCK
9	0	0	3	0	2

38 ONLY THE LEFT

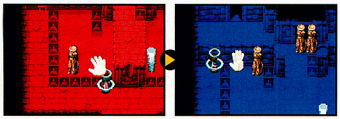


When you enter a room that contains three pillars, use Pound on the left-hand pillar only, then grab the treasure from the chest. If you smash the other pillars, you won't be able to claim the Hard Nut at the top of the room.

TUNDARIA TOWER — INTERIOR



39 PILLARS APLENTY

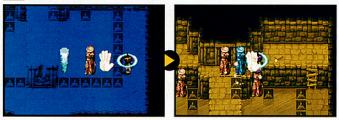


Ice isn't just an annoyance—it can also be a helpful tool. Stand behind the southern pillar and use Move to slide it left, then up, then right. Getting to the next area is a two-part process—check tip 40 for more information.

42 BURSTING AT THE SEAMS

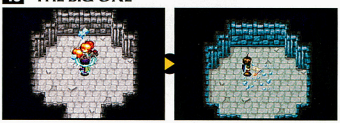
If you want to test your new Psynergy, use it on the cracked door at the base of the tower's top level. There's a bunch of treasure at the beginning of the level—you can either backtrack on foot or cast Retreat and reenter the tower from the ground floor, then proceeed to the rooms marked 43 and 44 on the page 90 map.

40 BREAKING UP IS EASY TO DO



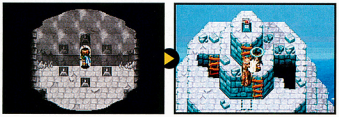
Go to the bottom right-hand side of the room and use Pound to break the middle and right-hand ice pillars. Use Move to push the pillar from the top of the room to the bottom, then Move it left until it rests against the final ice pillar. Use Move to push it up, then Move and push the two top pillars to the right. Go through the door when you're finished.

43 THE BIG ONE



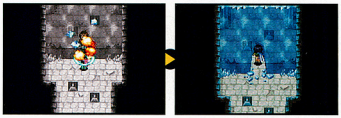
A lone crystal sits inside an otherwise empty room. If that seems suspicious to you, cast Burst on the crystal to see what's inside. You'll earn a Center Prong when the smoke clears.

41 A REVEALING SECRET



When you reach a sheer ice wall, use Reveal to expose a passageway. After you pass through and reach the top of the tower, use Move to push a pillar aside, then grab the Burst Brooch. The new item lets you use the Burst Psynergy.

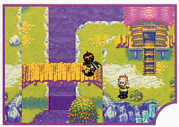
44 BREAKING THE ICE



When you reach an ice wall with a suspicious crack in it, use Burst to smash a hole in the wall and continue through. You must stand directly in front of the crack for the Psynergy to work.

Izumo

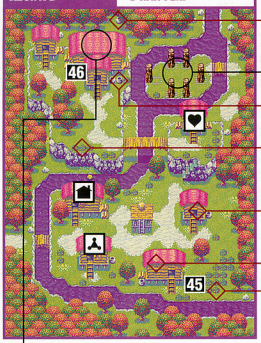
Izumo is located far north of Tundaria, in the middle of the Eastern Sea. Sail north toward the cloudy area on the world map (the Sea of Time) and bear east as you approach the fog. Izumo is on the northwestern side of a large island. If you have forgeable items in your possession, stop by Yallam before you enter Izumo.



Objectives

1. Speak to the townsfolk and purchase items, if desired.
2. Collect the treasure scattered around town.

Izumo — Village



- WATER OF LIFE
- ELIXIR
- LUCKY MEDAL
- SMOKE BOMB
- FESTIVAL COAT
- ANTIDOTE

Izumo Catacombs—Page 98
You can enter the area, but you won't be able to get anything until you learn the Sand Psynergy.

Mars Djinni Coal—Page 99
You won't be able to get the Djinni until you complete Gaia Rock and return with the Dancing Idol.

Price List

Items

HERB	10
NUT	200
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

Artifacts

PSY CRYSTAL	1,500
WATER OF LIFE	3,000

Weapon

WAR MACE	6,200

Artifacts

SHAMSHIR	10,000
NINJA BLADE	8,800

Armor

SILVER VEST	3,200
PLATINUM CIRCLET	4,200

Artifact

WAR GLOVES	4,000

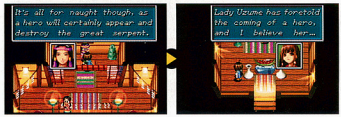
Inn

ONE ROOM	60

45 Finding is Fun

Izumo has one store for all your shopping needs. Buy what you want there (don't forget the Water of Life) then traipse about the town and pick up whatever items you can find. Use Cyclone to find the two antidotes.

46 Snooping is Swell



There are strange things happening in Izumo involving large serpents, female sacrifices and scared villagers . . . not exactly an ideal vacation spot. Speak to the villagers and read their minds to learn all the dirt.

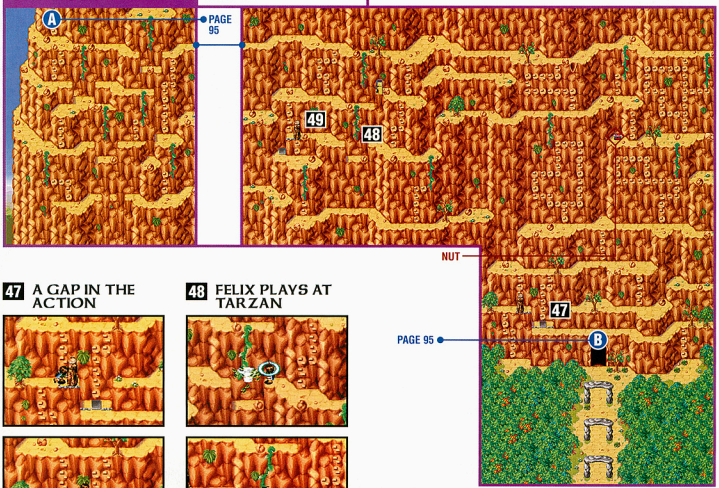
Gaia Rock

Gaia Rock is located south of Izumo. The boss of Gaia Rock is a mighty serpent that has been tormenting Izumo's people for generations. Though you can enter the boss's chamber at the beginning, you won't be able to beat him if you do. First climb to the top of the mountain, then journey through the catacombs—make the boss your last stop.

Objectives

1. Defeat the Serpent and learn Sand.
2. Get the Rusty Mace and take it to the blacksmith.
3. Get the Cloud Brand.

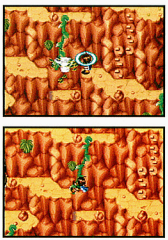
Gaia Rock — Cliffs



47 A Gap in the Action

Push the first pillar that you see, then climb back down, move the pillar one space to the right and backtrack to your original position. Climb up and use the pillar to jump across the gap.

48 Felix Plays at Tarzan

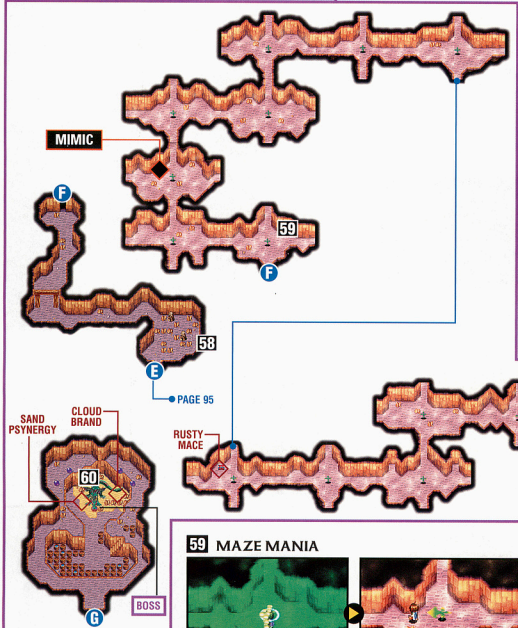


When you reach a fork in the handhold route, take the right-hand path to find a nut or the left-hand path to continue. Eventually, the path will lead you to a vine. Use Whirlwind on the vine to swing across the gap.

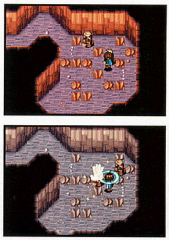
49 Vineland

Use Move to push the pillar one space left, then swing back over the gap and walk right until you find a vine leading down. Climb down the vine—transferring to handholds halfway through—then walk left. Climb up the next set of handholds you see, and keep climbing until you are standing next to the pillar. Push it all the way off the ledge and move on.

GAIA ROCK — CATACOMBS

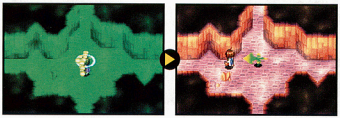


58 IT'S A NOODLE SCRATCHER



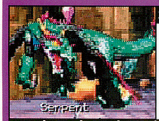
To clear the puzzle, first Move the bottom rock up two spaces and right one space. Next, Move the top rock right two spaces, down two spaces and left one space.

59 MAZE MANIA



The Serpent is protected by a long, bewildering maze. Each time you enter a new room, cast Growth on the plant to see which way to go. The maze is somewhat random, so the above map may be different from your version of the game.

GAIA ROCK — BOSS

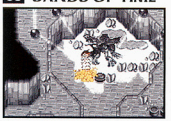


SERPENT

If Felix hasn't learned Revive, give the Tomegathericon to Jenna or Piers. Go into battle with four Jupiter Djinn on Standby mode and all other Djinni on Set. On the first turn, use the Djinn Iron, Chill and Kindle and summon Thor. For the next few turns, strike a balance between attacking and deploying status-altering or defensive Djinn such as Mud and Reflux. As soon as you have four Djinn of one elemental type on standby, use them to summon a creature.

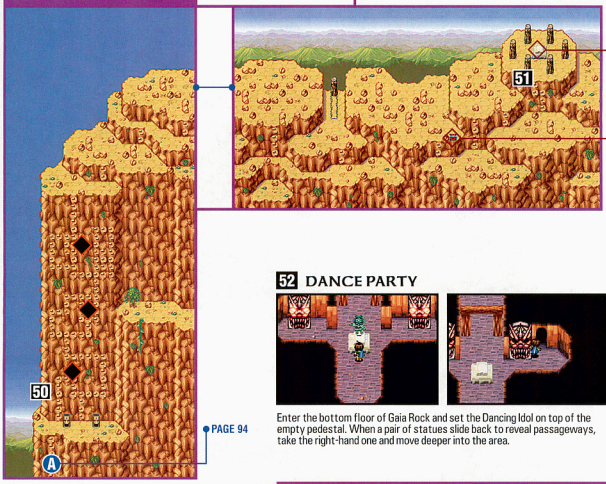
HP	PP	ATK	DEF	AGILITY	EXP	COINS
3,536	160	249	76	135	1,995	2,898

60 SANDS OF TIME



After the fight, use Sand to reach the right-hand side of the Serpent's body. Stand up and search the ground with A to find a Cloud Brand.

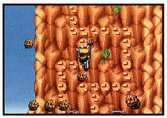
GAIA ROCK — CLIFFS



52 DANCE PARTY

Enter the bottom floor of Gaia Rock and set the Dancing Idol on top of the empty pedestal. When a pair of statues slide back to reveal passageways, take the right-hand one and move deeper into the area.

50 IF THE TIKI'S A-ROCKIN' . . .

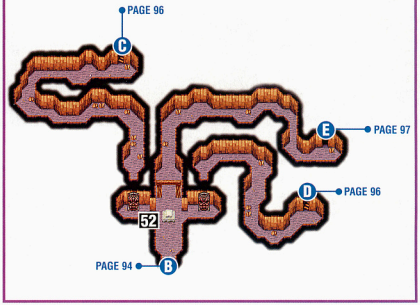


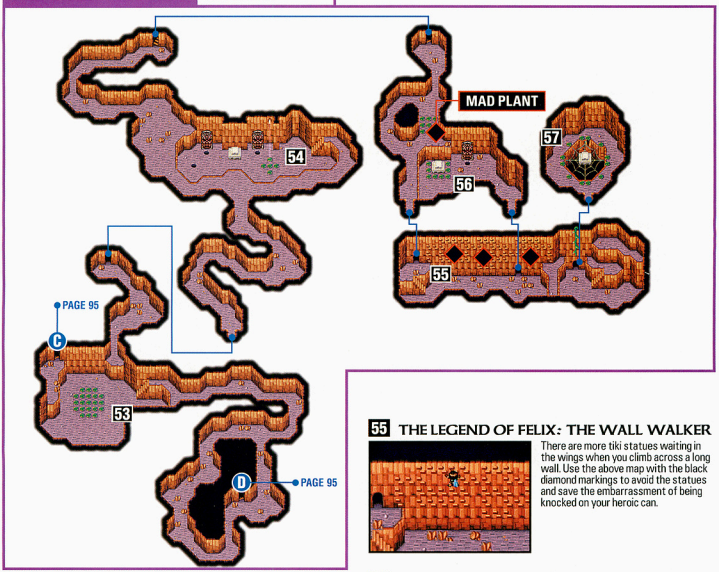
On the last leg of the climb, tiki statues will pop out of the cliff face and knock you off. Use the map to find the statues (they are marked with black diamonds) and climb around them so you don't have to start over.

51 IT'S YOUR IDOL

Use Reveal inside a circle of six pillars to reveal a Dancing Idol. Since Felix and company appreciate a good case of disco fever as much as anyone, take the statue and return to the bottom of the cliff. Use Retreat if you don't feel like walking.

GAIA ROCK — INTERIOR





55 THE LEGEND OF FELIX: THE WALL WALKER

There are more tiki statues waiting in the wings when you climb across a long wall. Use the above map with the black diamond markings to avoid the statues and save the embarrassment of being knocked on your heroic can.

53 VISIBLY SHAKEN

Use Cyclone on the weeds to reveal a series of invisible moving platforms. Return to the room with the Dancing Idol, then walk down the left-hand passage, jump on the moving platforms and head to the other side of the room.

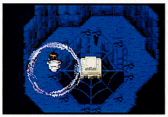
56 LET YOUR LIGHT SHINE DOWN

Place the Dancing Idol on the dais surrounded by weeds to unleash a third beam of light on the unsuspecting Serpent in the basement.

54 FASTER THAN A RAY OF LIGHT

Stand in the beam of light surrounded by weeds and use Cyclone to let a beam of light shine through and into the Serpent's lair. Drop the Dancing Idol onto the platform to unleash another light beam, then leave the room via the northwest passageway.

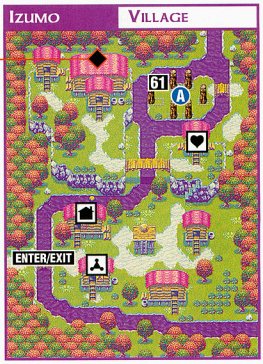
57 ALONG CAME A SPIDER



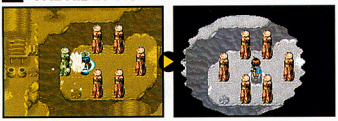
When you encounter a gigantic web, use Cyclone to snap it, making the platform fall into the room below. (Luckily for you, the owner of the web is nowhere to be found.) Go back to the room marked 54 on the map and place the Dancing Idol on the new platform to complete the lighting arrangement in the Serpent's lair. Return to the Gaia Rock entrance.

Izumo

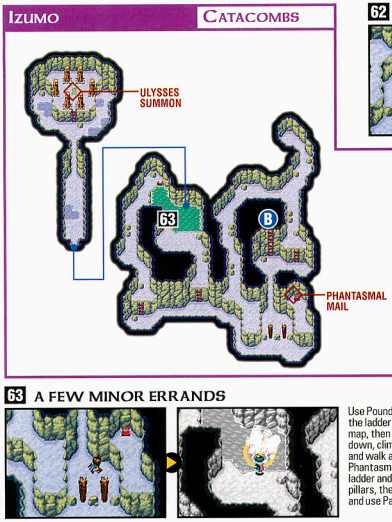
After you defeat the Serpent, return to Izumo for a much-needed rest. (You can also take in the awestruck cheers of the locals if you need an ego boost.) After a stay at the inn, head into the depths of Izumo and grab some treasure, then set sail for the Apojii Islands.



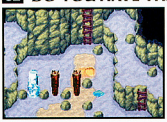
61 The Hidey-Hole



Go to the ring of pillars at the rear of the village and use Move to pull the off-kilter pillar one space left. Afterward, use Reveal to find a hole and a ladder in the center of the pillars.



62 Do You Have the Sand?



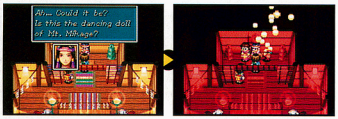
Cast Frost on the right-hand puddle, then stand on the tan patch of ground and use Sand to burrow to the other side of the rocks. Cast Frost on the second puddle, then use Sand to return to the other side. You'll have four handy stepping-stones.

63 A Few Minor Errands

Use Pound, Sand and Move to reach the ladder marked B on the left-hand map, then climb down. Once you're down, climb a second, shorter ladder and walk around until you get the Phantasmal Mail. Go back down the ladder and use Pound on one of the pillars, then go to the green water and use Parch to drain the pool.

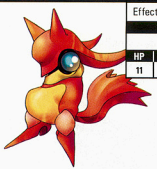
Mars Djinni — Coal

TEMPLE TIDINGS



Go to the Izumo temple and speak to the people inside. After a lengthy conversation and the reappearance of Susa, Lady Uzume will send you on your way. Before you go, give her the Dancing Idol to receive Coal. Since it's a gift, the Djinni will be yours without a fight.

Coal



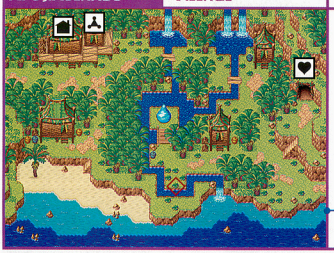
Effect: Rally your allies to boost Agility.

TYPE		ELEMENT			
Mars		Fire			
HP	PP	ATK	DEF	AGILITY	LUCK
11	3	0	0	3	0

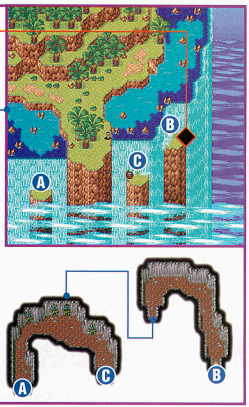
Apojii Islands

Leave the party on Izumo and sail southwest until you land on the Apojii Islands. You're there just to pick up a Djinni that you couldn't get the first time, but that's more than enough reason for a return visit.

Apojii Islands — Village

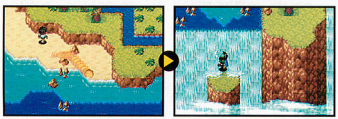


Djinni



Jupiter Djinni — Haze

COME ON IN—THE WATER'S FINE



Use Sand to get under the rocks at the east end of the beach, then run east and drop off the edge to a small island. Walk into the waterfall and go through the cave, stopping only to use Whirlwind on the second group of leaves. After you get the Djinni, go through the door marked C and use Lash to escape.

Haze

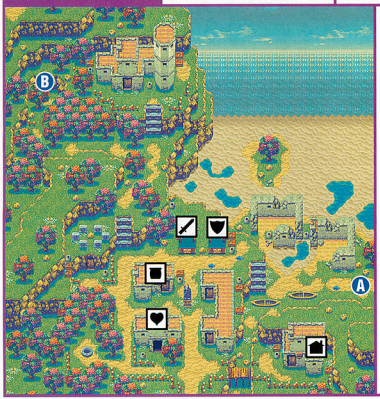
Effect: Hide away to avoid damage.

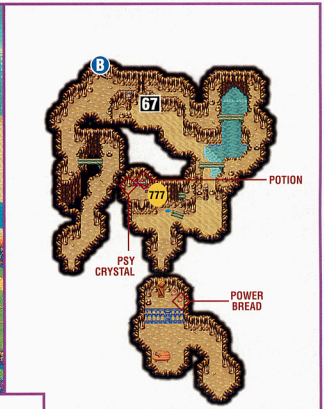
TYPE		ELEMENT			
Jupiter		Wind			
HP	PP	ATK	DEF	AGILITY	LUCK
10	0	0	2	3	2

ALHAFRA

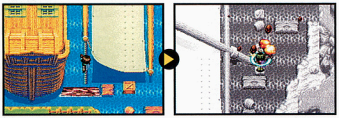
It's time to sail back to Alhafra and complete the boat-repair project that you started so long ago. After you fix the boat and have another run-in with Briggs, you'll be able to enter the catacombs and claim the last bit of treasure.

ALHAFRA — VILLAGE

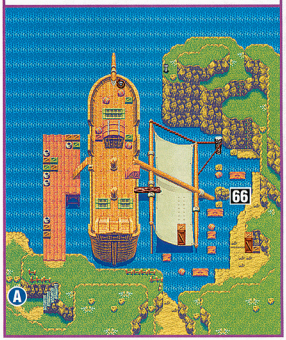




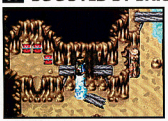
66 ROCK STAR



Walk onto the sail and use the Burst Psynergy to clear the giant boulder off the mast. If you completed the steps outlined on page 58, the boat will be seaworthy. As soon as it's ready to go, Briggs will bust out of jail and steal the boat. It's a scripted event, so just sit back and enjoy the show.



67 BOOSTED BY BRIGGS



Go back into the catacombs via the door marked B on the above-right map. Climb down the ladder and cast Frost on the puddle, then jump across the gap and pick up a few treasures that Briggs missed. Also look inside his cell for a loaf of Power Bread.

N Osenia Islet

One of the strangest trading sequences in the history of video games continues when you head to N Osenia Islet. Sail west from the Apojii Islands until you find a small island with a single town on it. Once you enter the town (which is actually just a small farm) you can improve a cow's mood and get something nice in return. (And hey, who doesn't want a happy cow?)

Objectives

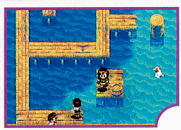
1. Get a Lucky Medal from the barrel inside the house.
2. Mind Read the cow and trade the Red Neckerchief for some milk.

64 Got Milk?

Use Sand to dig under the barrels at the south end of the pasture, then use Mind Read on the cow. When she asks you to give her the Red Neckerchief, agree to do so. She'll give you a jar of tasty milk in return.

West Indra Islet

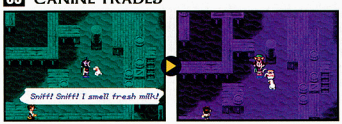
To reach West Indra Islet, sail west from N Osenia Islet until you reach land, then follow the coastline north until you enter a narrow stretch of ocean. The islet lies between Gondowan and Indra.



Objectives

1. Get a Lucky Medal from the barrel by the boat.
2. Mind Read the dog and trade the milk for a Li'l Turtle.

65 Canine Trades



Use Mind Read on the dog in the water and agree to give him your bottle of milk. In exchange, the happy pooch will give you a Li'l Turtle. Hang on to the reptile—you'll need it to access a secret island much later in the game. See page 151 for more information.

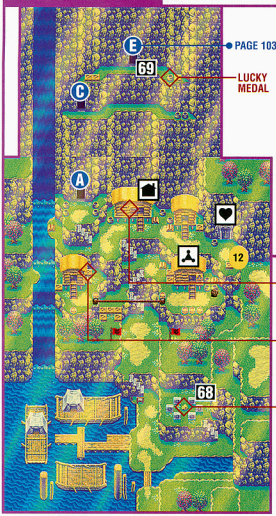
Champa

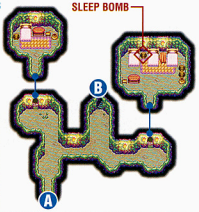
To find Champa, sail due north from the beach where you landed to access Alhafra. Eventually you will run into a narrow beach on the southeastern side of Gondowan. Champa is home to Briggs and his crew, as well as to an angry senior citizen.

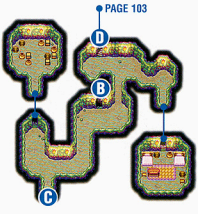
Objectives

1. Collect all the treasure.
2. Defeat great-grandma's Avimander and give her your Trident Prongs.

Champa Village







Price List

Items

HERB	10
NUT	200
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

Weapons

MASTER RAPIER	6,800
GREAT AXE	5,200

Artifact

DEMONIC STAFF	10,000

Armor

PLATE MAIL	4,400
SILVER ARMLET	4,000
SILVER HELM	3,900

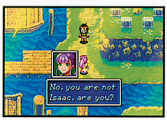
Artifact

BLESSED ROBE	7,000

Inn

ONE ROOM	72

Imported Data Event

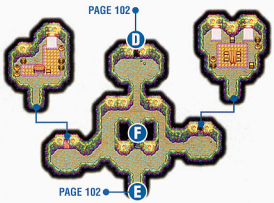


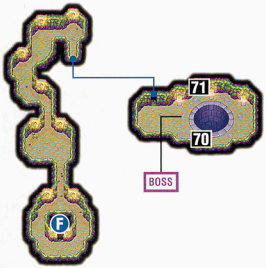
If you rescued Feizhi's friend in the first Golden Sun game (he was trapped under a boulder) and transferred your file, Feizhi will show up with a thank-you gift for Isaac—a Golden Ring. Since he isn't around, feel free to take the item for yourself.

68 Ring Around the Rosy

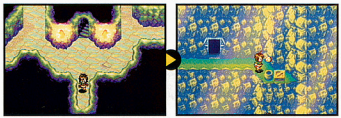
Enter the ring of stones near the Champa entrance and use Reveal to find a chest. Inside the chest is a Viking Helm, a piece of armor that improves the wearer's water defense.

CHAMPA — CAVES



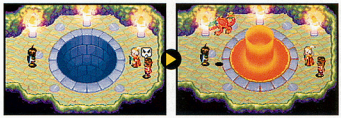


69 DO YOU FEEL LUCKY, PUNK?



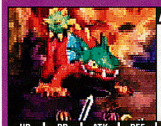
Once you're in the caves, climb the stairs and go through the door marked E on the map to the left. When you're outside, check inside a jar on the right-hand side of the cliff to find a Lucky Medal.

70 GRANDMA'S PET AVIMANDER



Briggs is hiding on the top floor, and he's brought his great-grandmother along for protection. When they ask you to leave, say no—then get ready for a fight. The Avimander that appears is a tough cookie, but you can smite it with concentrated water attacks. It's also highly vulnerable to status-altering attacks, especially those that come from Djinn—if you space out attacks that stun the creature, you can escape the battle with hardly a scratch.

CHAMPA — BOSS

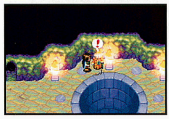


AVIMANDER

Raise your defense and attack in the first turn, then summon a creature when you have four Djinn on Standby. Use Blitz, Waft and Char to give yourself time to attack.

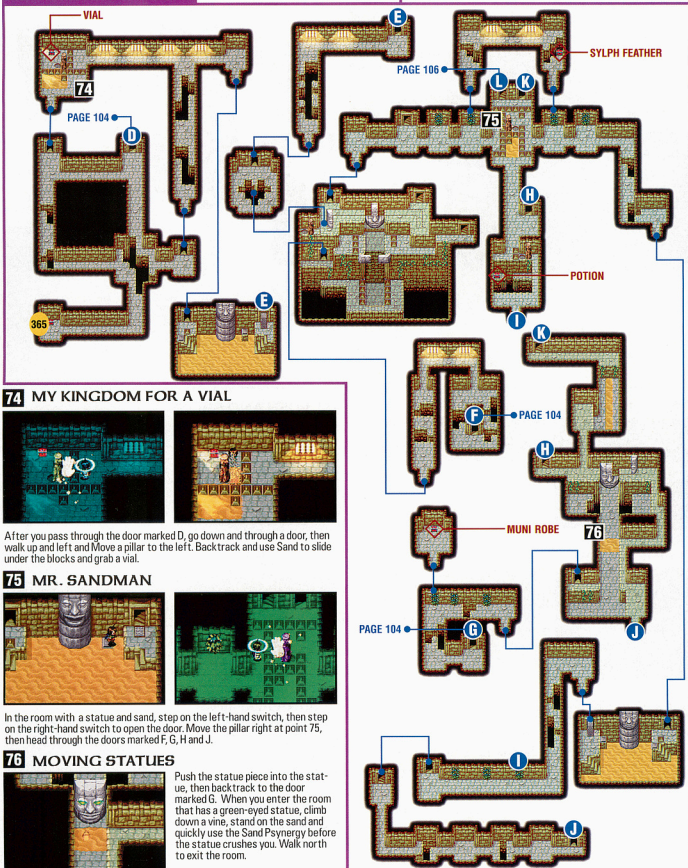
HP	PP	ATK	DEF	AGILITY	EXP	COINS
3,792	87	281	89	94	2,176	1,330

71 TRIDENT TRIVIA



Grandma seems to know something about the Trident Prongs you've been picking up on the journey. In addition to rebuilding the trident when you find all the pieces, she will hold any loose pieces for you. Since inventory space is always at a premium, give her your two prongs.

ANKOHL RUINS — INTERIOR



74 MY KINGDOM FOR A VIAL

After you pass through the door marked D, go down and through a door, then walk up and left and Move a pillar to the left. Backtrack and use Sand to slide under the blocks and grab a vial.

75 MR. SANDMAN

In the room with a statue and sand, step on the left-hand switch, then step on the right-hand switch to open the door. Move the pillar right at point 75, then head through the doors marked F, G, H and J.

76 MOVING STATUES

Push the statue piece into the statue, then backtrack to the door marked G. When you enter the room that has a green-eyed statue, climb down a vine, stand on the sand and quickly use the Sand Psynergy before the statue crushes you. Walk north to exit the room.

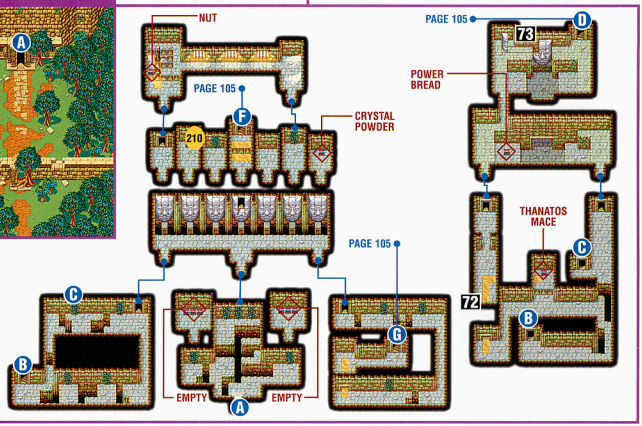
Ankohl Ruins

The Ankohl Ruins are northeast of Champa—you'll have to sail a short distance until you see another beach, then get out and hoof it. The ruins are a complex series of narrow passages and shifting sands, and they can be quite confusing. Use the maps! They are your best tool for getting through the dungeon.

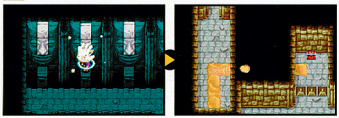
Objectives

1. Get the Muni Robe and the Thanatos Mace.
2. Clear the ruins and get the Left Trident Prong.

Ankohl Ruins — Entrance & Interior

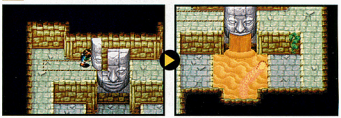


72 The Move Groove



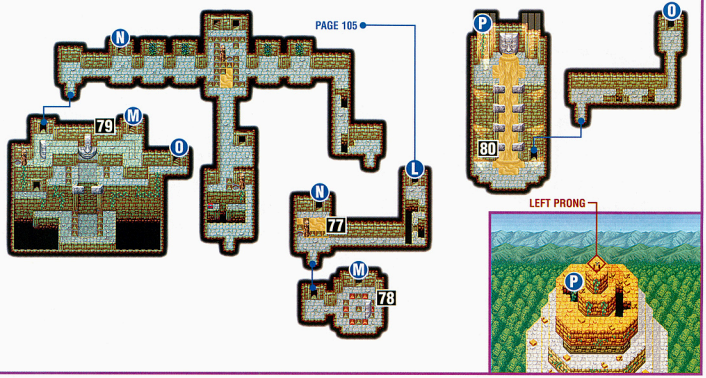
When you enter a room that contains seven stone faces, use Move to pull the center part of the faces and access the rooms beyond. To reach the Thanatos Mace, go through the door marked B on the map above and use Sand to travel through the gap (including a blackened screen).

73 Sand in Your Shorts



Push the missing piece of the statue into place to fill a room with sand, then backtrack and take the door marked C on the map above. Use Sand to swim through the sand and reach the other side of the room, then climb a vine to safety.

Ankohl Ruins — Interior



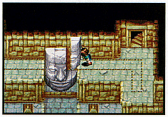
77 Not Quite Yet

Use Move to push the pillar to the side before you head down the hallway. Don't use Sand to duck under the pillar just yet—you have some business to attend to first.

78 A One in Hole

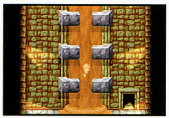
Cast Reveal to see a hole in the floor, then use Move to shift the statue portion two spaces up and one space left. When it falls down the shaft, go through the door at the top of the room.

79 Push and Shove



Push the remaining piece of the statue into place to create a large river of sand. Once you've done so, go back to the pillar you moved in tip 75 and use Sand to duck under the blocks, then go through the door marked N. Head left and go through the southern door, then climb down the vines and use Sand to climb the sandfall and reach the vines on the other side.

80 Up the Downfall

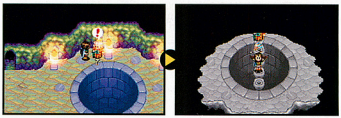


Use Sand to climb a second sandfall, then climb the vine on the left-hand side. When you reach the top of the ruins, grab the third and final Trident Prong. Since it would be a huge pain to climb all the way back down the tower, use Retreat instead. Don't worry—there's no shame in saving a little time.

Champa

Once you have all three pieces of the Trident of Ankohl, you'll be ready to tackle the Sea of Time. Head back to Champa (you should know the way by now) and speak to Briggs's great-grandmother, then talk to anyone you might have missed on your first visit. The trident must be equipped for it to work, but you can equip it to any party member without unequipping his or her existing weapon.

Great Grandma!



Who knew that granny could work an anvil and forge? Once you give her the third piece of the trident, the old-timer will give you the Trident of Ankohl. The new weapon is the only thing that can defeat the guardian of the Sea of Time. Use Reveal to claim the trident once it is assembled.

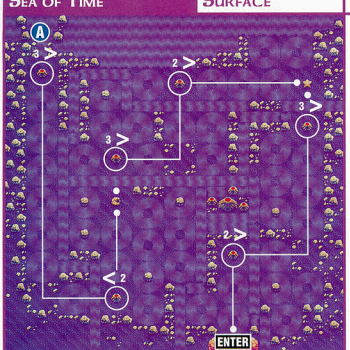
SEA OF TIME

Remember the children's songs in Yallam? The correct paths to get through the Sea of Time are marked on the map below. An arrow points in the direction that you must go when you leave a whirlpool. A number indicates how many times you must circle the pool before exiting. Use the Trident of Ankohl to dispatch Poseidon, then move on to Lemuria.

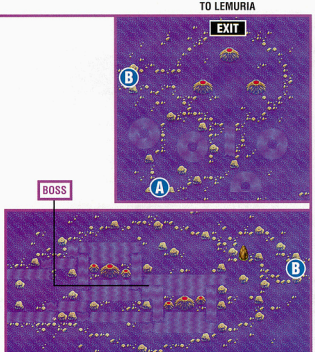
OBJECTIVES

1. Find your way through the Sea of Time.
2. Dispatch Poseidon and head for Lemuria.

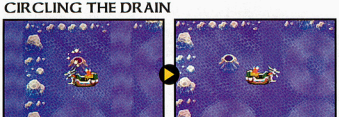
SEA OF TIME — SURFACE



TO LEMURIA

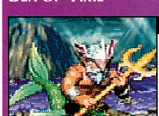


CIRCLING THE DRAIN



The currents will wash you out to sea if you aren't careful. Any time you have to turn in a circle, make your rotation(s) until the current disappears, then continue following the red line on the map above. Start your rotation only when the boat is on the exit side of a whirlpool (so if you need to move clockwise and exit from the north side of a whirlpool, move counterclockwise until you are on the north side, then turn around and circle in the proper direction). You'll have to move quickly—the current will ease only briefly.

SEA OF TIME — BOSS



POSEIDON

Use the trident (as an item, not an attack) to break Poseidon's force field, then attack. Cast Meteor as early as possible, and use a defensive Djinn once per turn.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
4,905	162	302	100	185	2,930	3,762

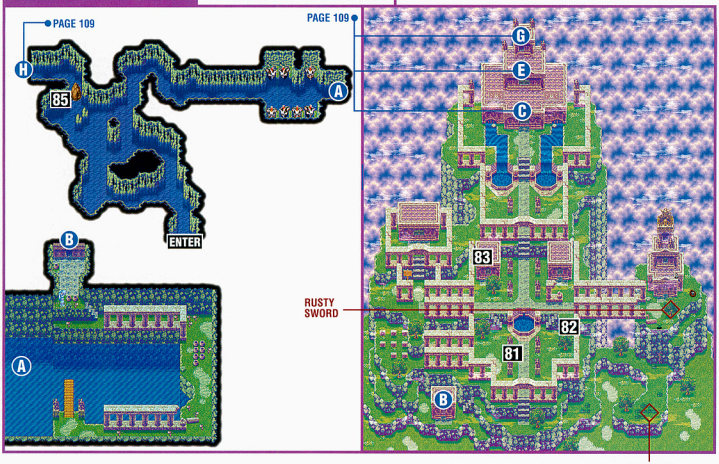
Lemuria

Lemuria is a once-great city that has become a shell of its former self. Though the denizens never age, they have grown weary of life and the world in general. Unfortunately, there is a fierce debate brewing among high-ranking Lemurians regarding alchemy and the end of the world, and your ill-timed arrival will thrust your party into the thick of things.

Objectives

1. Grab the treasure and toss your Lucky Medals into the fountain.
2. Speak to Lunpa and the king to learn Grind.
3. Get the Djinni named Rime.

Lemuria — Waterway & Surface



What's Up Dock?

Sail up through the Lemurian waterways until you can go no farther, then hang a right and dock your boat at the pier. You'll see a number of similar boats waiting at the pier—but yours is the only one with an "I Love Psynergy" bumper sticker.

Loot the Last Chest

The last time you took a stroll through your ship, there was a treasure chest that you couldn't reach. Before you leave your boat, go into the depths and use Parch to drain the water covering the chest. There is a Mist Potion inside.

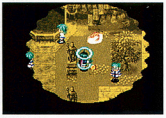
81 THE FOUNTAIN

You can throw Lucky Medals into the fountain to win treasure. Check the list to the right to see what you can win.

Fountain Prizes

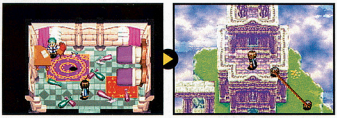
- ECLIPSE SUMMON
- HESTIA BLADE
- FIREMAN'S POLE
- MINERVA HELM
- CROWN OF GLORY
- BRILLIANT CIRCLET
- AEGIS SHIELD
- LEDA'S BRACELET
- CRAFTED GLOVES
- EREBUS ARMOR
- FLORAL DRESS
- WILD COAT
- POTION
- PSY CRYSTAL
- WATER OF LIFE

82 NICE PRIZES



Use Reveal on the area around the fountain to look for glowing spots, then use Scoop on the spots to pull out treasure.

83 BAD TIDINGS

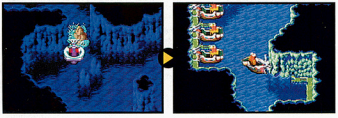


The king is meeting with muckety-mucks, so visit Piers's uncle instead. He'll tell you that Piers's mother passed away, and the news will cause Piers to leave your party for a time. Afterward, walk right and press A at the door of Lunpa's house, use Lash to climb in a window, then go to the back of the room.

84 YAKITY YAKITY

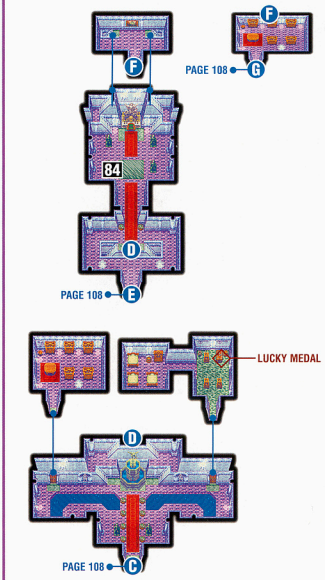
After a lengthy conversation with Lunpa, you will be allowed to visit the king and engage in a VERY lengthy (but still interesting) conversation. If you're low on time, save before you get to the palace—once you start talking, you won't be able to save until the conversation is finished. At the end, you will receive the Grind Psynergy.

85 BACK TO THE BOAT

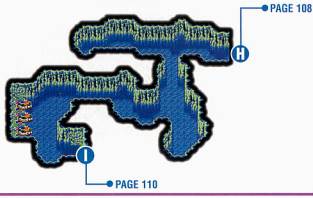


Grind lets you take out large stones that block your way. You can use it to pass through the Lemurian waterways and exit back to the Eastern Sea. Grab the Djinni on page 110 before you leave Lemuria.

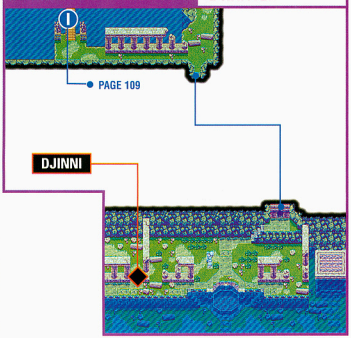
Lemuria — Palace



Lemuria — Waterway

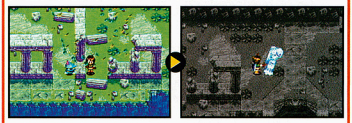


Lemuria — Surface



Mercury Djinni — Rime

I FEEL THE EARTH MOVE UNDER MY FEET



Sail through the waterways until you find Ancient Lemuria, then walk down the boat ramp and through a door to the south. Go as far right and down as you can, then cast Cyclone to reveal Rime. When it runs to the statue, cast Tremor to make it join your party. You won't have to battle it.

Rime

Effect: Seal a foe's Psynergy.

TYPE			ELEMENT		
Mercury			Water		
HP	PP	ATK	DEF	AGILITY	LUCK
10	0	0	2	3	2

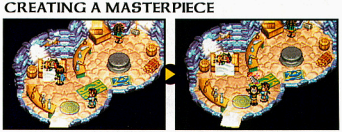
Under the Sea

There are five spots in the ocean that contain rusted weapons. To find the items, sail to the spots indicated on the map to the right (they will appear lighter than the rest of the water) and press the A Button to search. Once you dig up a rusted weapon, take it to the blacksmith in Yallam and have him turn it into a powerful weapon. You can either hang on to the weapon or sell it for gold. You can also search the ocean to find coins. You won't get that many (usually 30 or so) and the locations are random, but give it a shot if you're low on cash or need a break from slaying monsters bent on your destruction.

SEARCHING THE SHALLOWS

Among the five rusted weapons are a Rusty Axe, a Rusty Staff, a Rusty Mace and two Rusty Swords. Depending on how experienced your characters are when you claim the items, you may find them to be extremely powerful or simply a good source of money.

CREATING A MASTERPIECE



The blacksmith will convert the rusted weapons to usable ones, but he'll charge a pretty hefty fee. See page 81 for information on the blacksmith and his business practices.

CHAPTER 6

Hesperia & Atteka

1. Hesperia Settlement
2. Shaman Village Cave
3. Shaman Village
4. East Indra Shore
5. Atteka Inlet
6. Contigo
7. Jupiter Lighthouse
8. SW Atteka Islet

Hesperia & Atteka

The monsters on the continents of Hesperia and Atteka have high Hit Point and Attack statistics, but they also have a variety of weaknesses. Pay special attention to the Ghost Army and the Blue Dragon—the two monsters can decimate weaker party members with their high-powered attacks. If the monsters are in a band of marauding enemies, focus your strongest attacks on them first.

Enemy List

Blue Dragon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
408	0	349	121	133	490	297

Devil Scorpion

HP	PP	ATK	DEF	AGILITY	EXP	COINS
181	0	308	121	126	284	180

Foul Mummy

HP	PP	ATK	DEF	AGILITY	EXP	COINS
238	0	320	100	118	376	297

Ghost Army

HP	PP	ATK	DEF	AGILITY	EXP	COINS
250	18	342	136	133	454	254

Gillman

HP	PP	ATK	DEF	AGILITY	EXP	COINS
234	0	89	89	142	330	210

Hydra

HP	PP	ATK	DEF	AGILITY	EXP	COINS
276	0	288	82	102	408	317

Macetail

HP	PP	ATK	DEF	AGILITY	EXP	COINS
284	28	327	105	110	426	248

Mad Plant - Trial Road Cavern

HP	PP	ATK	DEF	AGILITY	EXP	COINS
726	0	352	99	152	1,065	594

Mimic - Jupiter Lighthouse

HP	PP	ATK	DEF	AGILITY	EXP	COINS
907	78	349	108	204	1,420	700

Mole Mage

HP	PP	ATK	DEF	AGILITY	EXP	COINS
199	14	265	47	74	191	132

Nightmare

HP	PP	ATK	DEF	AGILITY	EXP	COINS
258	28	287	89	138	241	198

Pteranodon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
242	0	291	100	166	341	174

Seafoul

HP	PP	ATK	DEF	AGILITY	EXP	COINS
191	0	262	61	168	261	172

Slayer

HP	PP	ATK	DEF	AGILITY	EXP	COINS
220	0	300	90	158	344	254

Spiral Shell

HP	PP	ATK	DEF	AGILITY	EXP	COINS
155	0	268	92	117	236	129

Talon Runner

HP	PP	ATK	DEF	AGILITY	EXP	COINS
228	0	303	88	159	367	215

Turtle Dragon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
340	0	305	100	117	424	251

Vile Dirge

HP	PP	ATK	DEF	AGILITY	EXP	COINS
173	0	228	56	120	75	98

Enemy List

Wargold

HP	PP	ATK	DEF	AGILITY	EXP	COINS
116	0	155	38	74	67	90

Wild Gryphon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
370	8	332	112	170	322	290

Wolfkin

HP	PP	ATK	DEF	AGILITY	EXP	COINS
213	0	309	84	174	337	219

Wyvern

HP	PP	ATK	DEF	AGILITY	EXP	COINS
340	0	339	108	149	489	284

Gondowan Cliffs

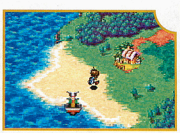
When you know Grind, you can access the western half of the world. Sail northwest from the Sea of Time until you come to a narrow strip of water between Gondowan and Indra, then sail south for the Gondowan Cliffs.

Breaking Up Is Easy to Do

When you pass through the cliffs in your boat, you'll encounter a large brown boulder. Use Grind to smash the rock and clear a path to the Western Sea.

Hesperia Settlement

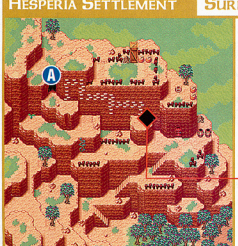
Hesperia Settlement is on the southwestern tip of Hesperia—the westernmost continent on your world map. Sail northwest from the Gondowan Cliffs until you reach the continent, then dock on the beach and walk a couple of steps to the settlement. It is nearly deserted, but you can find a Djinni among the rubble.



Objective

1. Get the Mars Djinni named Tinder.

Hesperia Settlement — Surface



DJINNI

Mars Djinni — Tinder

Move the Crate

Use Growth to create a vine, then climb to the top of the settlement. Move a crate down one space, left four spaces and south until it falls off the cliff. Climb down and push the crate right, then climb down and Move it right once more. Jump onto the crate and use the handholds to reach the Djinni.

Tinder

Effect: Revive a downed ally.

TYPE	ELEMENT
Mars	Fire

HP	PP	ATK	DEF	AGILITY	LUCK
12	5	0	0	0	0

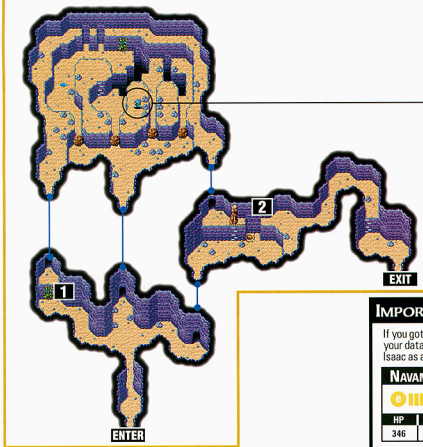
Shaman Village Cave

To reach the Shaman Village Cave, get into the boat and follow the Hesperia coastline east until you come to a river inlet that flows between two beaches and into the sea. (The inlet is on the southern tip of the continent.) Sail up the river until you enter a lake, then sail north and take the right-hand fork. When you see a cave, jump out of your boat and enter.

Objectives

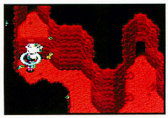
1. Pass through the cave.
2. Fight the warrior if you beat Colosso in the first Golden Sun.

Shaman Village Cave — Interior



Mercury Djinni—Page 131
You won't be able to get the Djinni until you return with Isaac and his party members—who know the Lift Psynergy.

1 Windy City



Use Whirlwind on the pile of leaves to reveal a set of handholds. Climb up the handholds and work your way around the cave.

2 Heave-Ho

When you encounter a stubborn pillar, shove it off the edge to create a shortcut for your next visit. Congratulations! You've just completed the easiest cave in the game.

Imported Data Event

If you got first place in the Golden Sun Colosso tournament (and imported your data), three gladiators will be waiting for you when you return with Isaac as a member of your party.

Navampa

HP	PP	ATK	DEF	AGILITY	EXP	COINS
346	0	200	41	98	136	183

Satrage

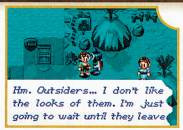
HP	PP	ATK	DEF	AGILITY	EXP	COINS
346	0	200	41	98	136	183

Azart

HP	PP	ATK	DEF	AGILITY	EXP	COINS
212	0	196	38	87	115	169

Shaman Village

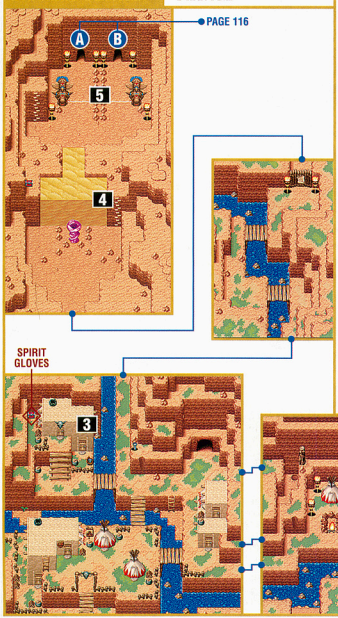
Shaman Village is just north of Shaman Village Cave (go figure) and is home to some of the quietest people you'll ever meet. It's against the law to speak to outsiders, so until you pass a test and prove your worth, you'll have to make do with reading people's minds.



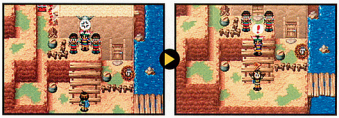
Objectives

1. Pass the test and get the Hover Jade.
2. Get the Djinni from the wall on the east side of the village.

Shaman Village — Village

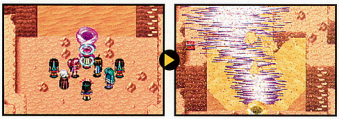


3 Pick Yer Stick



Get the Spirit Gloves by using the door in the basement of the inn, then backtrack to the chief's house. When he refuses to speak to you, show him the Shaman Rod. He will agree to give you the Hover Jade if you can pass an ancient test of skill.

4 Not More Tests! Sheesh!



The test looks familiar—you must clear away sand by casting Whirlwind on a pink stone that amplifies your Psynergy. After you complete the test, however, the chief will hem and haw and decide that you need further testing.

5 Chariots of Fire

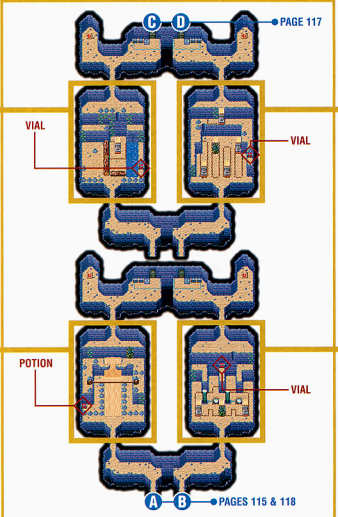
The second leg of the test is a race through a long series of rooms—check pages 116-117 for maps. Note that the rooms are randomized, so you may encounter them in a different order.

GO, SPEED RACER, GO!

The race requires you to use multiple types of Psynergy to win. You don't have to get first place to complete the test, but each time you come in second for a particular room, you'll have to give up an additional item.

Push the first log up and the second log left. Climb the vine and go right, then go down and push the pillar as far north as possible. Push the third log into the water to reach the door. For the vial, go back and push the first log up, then the second log right.

SHAMAN VILLAGE — TRIAL ROAD



Move the left-hand platform up five spaces, then cast Whirlwind on the platform second from the left and push it up one space. Climb the vine and jump across the platforms, then jump up to continue.

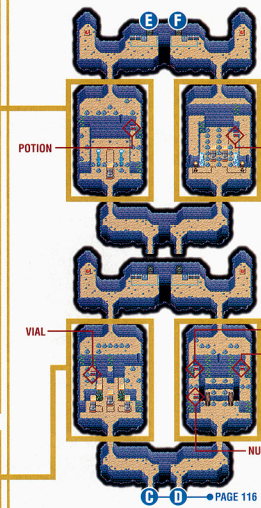
Use the Sand Psynergy to travel up the fall, then cast Whirlwind on the leaves to find handholds that lead to the door. Don't worry about the chests yet—come back when you've finished the test.

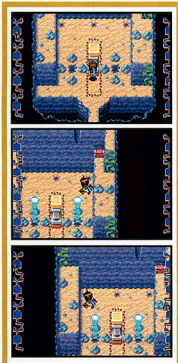
Cast Whirlwind on the leaves, then cast Pound on the left-hand pillar and push the left-hand platform on top of the spot where the left-hand pillar used to be. Next, cast Pound on the right-hand pillar, then push the middle platform on top of the spot where the right-hand pillar used to be. Climb the vine on the left-hand side of the room and jump across the pillars and platforms to continue. To reach the chest on your return trip, cast Whirlwind on the middle platform and push it up two spaces, then jump over and grab the vial.

CRAZY CHESTS

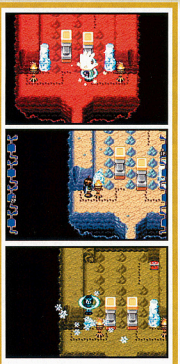
If you are in first place, you must put a single item in a chest to open the door; if you're in second, you must drop two items. The chests accept only heavy items such as weapons and armor. Drop gloves and helmets first—you'll need armor and weapons at the top. Your goods will return to you automatically after the test.

SHAMAN VILLAGE — TRIAL ROAD



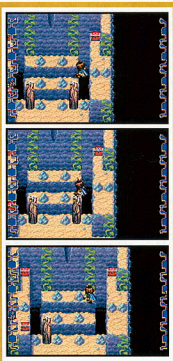


Push the pillar up two spaces, then climb the vine and jump the gap using the pillar and water spouts. You must stand one space above the bottom of the ledge before you start jumping. The spouts last a short time only.

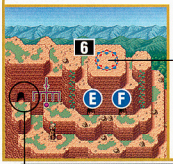


Use Move to pull the two platforms south. Push the left-hand torch near the ice to melt it, then jump over the ice puddle and cast Frost to re-form the pillar. Climb the vine and jump across the gap to exit the room.

Push and pull the pillars so they resemble the above screen shot, then climb up the vine and jump across the pillars from right to left. To get the vial, push the top left-hand pillar up two spaces.

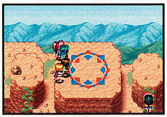


Climb the right-hand vine and jump left to a pillar, then jump back to the ledge and make one more jump to the pillar—which will crumble under your weight. Run north and climb the vine to get out of the room.



LIFT—PAGE 132
Return when you meet up with Isaac and learn the Lift Psynergy. You can get a Djinni inside the cave.

6 TOP OF THE WORLD, MA!



Once you make it to the top, you'll have to fight the leaders of Shaman Village—and they aren't happy about it. Though you can fight them even if you arrive in second place, doing so may come back to haunt you if they make Golden Sun 3. Try to get first place if you have the patience.

Shaman Village — Bosses

Moapa

Take out Moapa first, then worry about his knights. Lower his Defense and Agility with Mud and Chill, then unleash a summon attack.

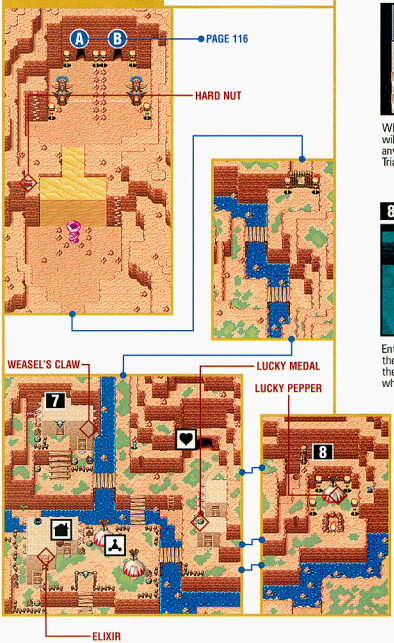
HP	PP	ATK	DEF	AGILITY	EXP	COINS
3,042	0	354	219	181	1,670	2,460

Knight

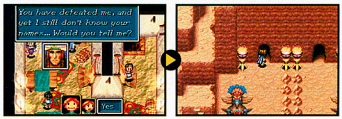
You'll be short on armor after Trial Road. Use a defensive Djinni (such as Haze, Shade or Ironi once per turn, and focus on raising your stats more than on taking out the enemy.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
1,954	0	321	151	143	835	205

Shaman Village — Village



7 Oh, So Now You're Nice?



When you wake up in the inn, head into town and speak with the locals—who will be more than happy to flap their gums about whatever you like. Pick up any treasure that you missed before—including the vials and potions inside Trial Road.

8 Gracious in Defeat

Enter the house to the right of the weapons and items shop, then walk out the door on the second floor. Use Move to shove a pillar left and off a cliff, then climb back down and head right. Visit the tent on the east side of town, where you can get a Lucky Pepper if you'd like.

Price List

Items

HERB	10
NUT	200
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

Weapons Artifact

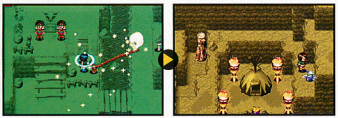
SILVER BLADE	12,000

Inn

ONE ROOM	80

JUPITER DJINNI — AROMA

THE WAY OF THE LASH



Enter the chief's house and leave through the side door, then cast Lash on the coil of rope. Climb the rope and follow the ledge around until you encounter the Djinni named Aroma. The little fellow will restore PP to your entire party—a handy talent indeed!

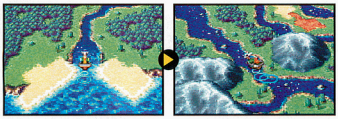
AROMA

Effect: Restore everyone's PP.

TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
9	5	0	0	0	1

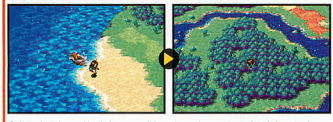
COASTAL WATERS



When you exit the Shaman Village Cave, get back in your boat and sail south through the lake until you emerge in the ocean, then head east until you see a river that flows to sea between two sandbars. Sail up the river until you come to a small fork near a mountain, then hop out and look for a Djinni. (The right-hand fork is very small and dead-ends at a gray rock, but the left-hand fork continues a little farther.)

MARS DJINNI — CORE

ANOTHER SECRET DJINNI



Sail to Atteka and look for a small beach on the eastern tip of the continent. (There are two beaches there, and you want the northern one.) Leave the ship and walk east for a while until you come to large wooded area between two rivers. Fight Core to claim it as your own.

CORE

HP	PP	ATK	DEF	AGILITY	EXP	COINS
840	79	264	80	226	946	631

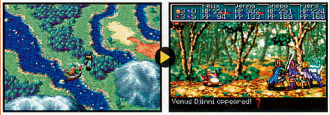
Effect: Strike through an enemy's defense.

TYPE	ELEMENT
Mars	Fire

HP	PP	ATK	DEF	AGILITY	LUCK
12	5	0	0	0	0

VENUS DJINNI — PETRA

UP THE LAZY RIVER



Petra is hiding in the dense forests, near the place where the river forked. (See the tip to the left if you are having trouble finding it.) After a quick and successful battle, the Djinni will join your party. Afterward, sail out of the river and head for the eastern coast of Atteka.

PETRA

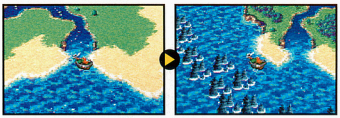
HP	PP	ATK	DEF	AGILITY	EXP	COINS
830	77	264	80	226	946	631

Effect: Turn a foe to stone.

TYPE	ELEMENT
Venus	Earth

HP	PP	ATK	DEF	AGILITY	LUCK
12	5	0	0	0	0

BEHIND THE REEF



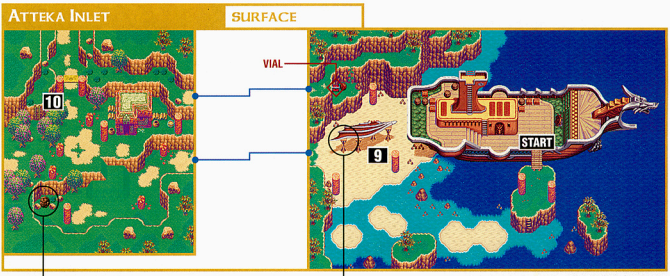
Go to the western side of Atteka and enter a river, then take the left-hand route each time the river forks. When you emerge in the sea behind some reefs, sail northwest into a small bay with a town at its northern edge.

Atteka Inlet

The Atteka Inlet is just that—an inlet—and there isn't much in the way of interesting shopping or nightlife. Speak to the folks on the beach, ogle the Boat Wings, grab a vial from the treasure chest, then leave town and head north for the bustling burg of Contigo.

Objective

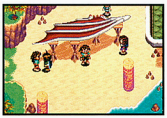
1. Talk to villagers and head for Contigo.



Lift—Page 129
When you return from the Jupiter Lighthouse with Isaac's party, you can use Lift to remove the stone.

Boat Wings—Page 129
Wings would make your ship look very nice (they're more popular than tail fins, too) but you can't get them until you've completed Jupiter Lighthouse.

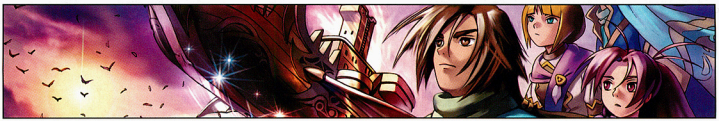
9 Wings and a Prayer



The folks on the beach will attach the wings to a ship of prophecy. Despite your copious amounts of gold and stunning good looks, they won't give you the wings until later in the game.

10 Up, Up, Up

Use the ladder behind a small thicket near the town exit to reach a treasure chest with a vial inside.



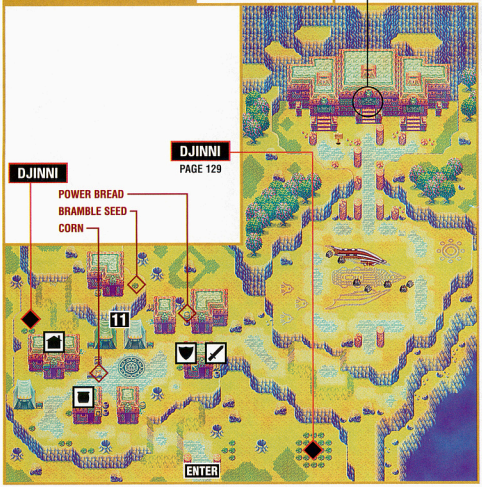
Contigo

After leaving Atteka Inlet, bear east a little ways until you find a road, then follow the road north to the town of Contigo. In addition to having a full array of shops, Contigo boasts a fine pastime—legalized gambling! If you've been saving those Game Tickets that merchants keep foisting on you, now is the time to use them.

Objectives

1. Use Game Tickets and gold to gamble away your life savings.
2. Get the Djinni named Salt and set out for the Jupiter Lighthouse.

Contigo — Village



Teleport—Page 154

After you learn the Teleport Psynergy, you can return to Anemos Sanctum and collect two special summons. You must have all 72 Djinn to enter the Sanctum—so if you didn't import a Golden Sun game with all the Djinn, you're out of luck.

Price List

Items	
HERB	10
NUT	200
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70
Artifacts	
POTION	1,000
PSY CRYSTAL	1,500
WATER OF LIFE	3,000
MIST POTION	9,000
UNICORN RING	1,100

Weapons	
GREAT SWORD	7,000
MASTER RAPIER	6,800
GREAT AXE	5,200
WAR MACE	6,200
Artifacts	
SWIFT SWORD	9,400
RIGHTEOUS MACE	8,400

Armor	
STEEL ARMOR	4,900
SILVER VEST	3,200
SILVER ARMLET	4,000
KNIGHT'S HELM	4,600
PLATINUM CIRCLET	4,200
Artifacts	
MIRRORED SHIELD	5,200
JEWELED CROWN	4,000

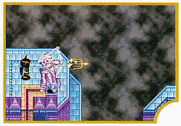
Inn	
ONE ROOM	80

11 Bet the Farm

There are three different gambling events in Contigo. Dice games cost money and slot machines cost tickets. You'll win serious coin if you do well at the Hi-Lo Dice, and you can get nice items from the slot machines.

Jupiter Lighthouse

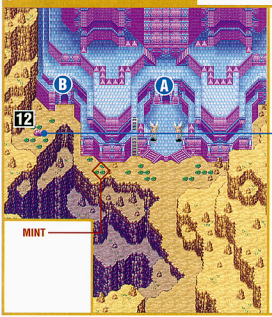
It's time to face your toughest challenge yet—Jupiter Lighthouse. Fierce monsters and mind-bending puzzles will combine to make your trek through the tower a memorable experience—and we haven't even mentioned the boss battle that awaits you at the top. To reach the lighthouse, follow the road north from Contigo.

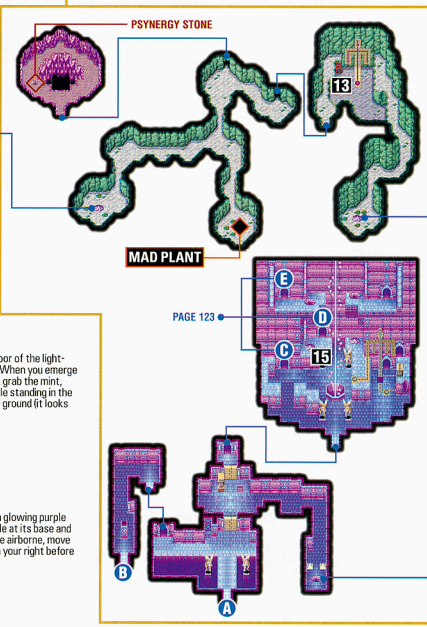


Objectives

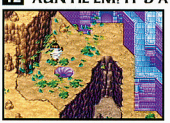
1. Get the Djinni named Whorl.
2. Defeat Karst and Agatio and light the lighthouse.

Jupiter Lighthouse — Exterior



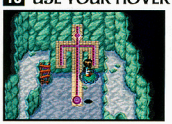


12 Auntie Em! It's a Twister!



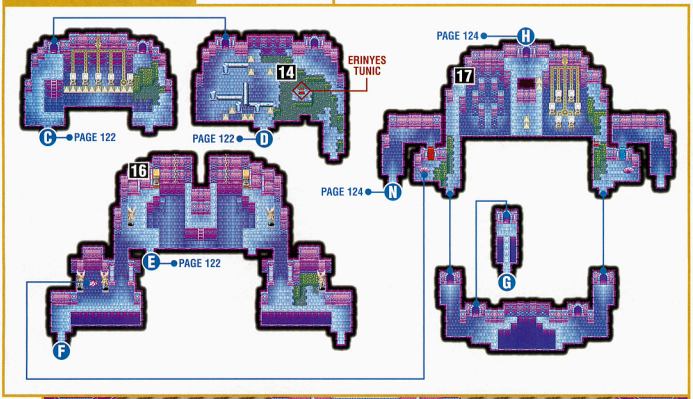
Go through the main door of the lighthouse and hang a left. When you emerge in front of the building, grab the mint, then cast Cyclone while standing in the circular pattern on the ground (it looks like a metal spiral).

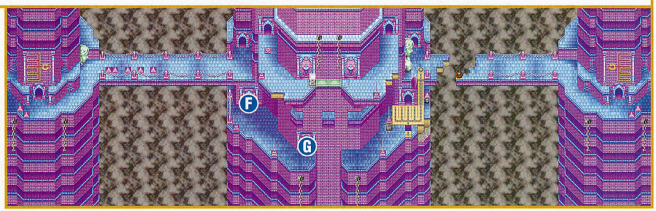
13 Use Your Hover Craft



When you encounter a glowing purple rune, stand on the circle at its base and cast Hover. Once you're airborne, move quickly to the ledge on your right before the spell wears off.

JUPITER LIGHTHOUSE — INTERIOR





14 KEEP ON ROLLIN'

Push the top column up, then push the bottom-left column up. Push the center column left and the bottom-right column up. Finally, push the center column right so it falls in the water, then jump across and open the chest. After you have the prize, return to the room that has a beam of light in the middle of the floor.

15 THE SPIN ZONE

Walk through the southern door in the room with the columns, then step onto the circle and cast Cyclone. You'll be carried up to the next level—go through the door.

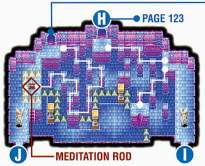
16 PLANNING AHEAD

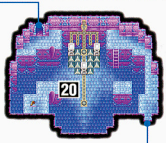
Walk to the top of the room and push a pillar off the ledge and onto the floor. It won't help you at the moment, but you will have created one half of a shortcut that will save some time in the later going.

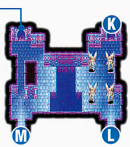
17 AN OLDIE BUT GOODIE

After a roundabout journey that takes you around the outer ledge of the lighthouse, you'll come across a seeming dead end. Jump onto the platform and cast Reveal to find the hidden step and continue on your way.

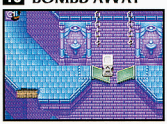
Jupiter Lighthouse — Interior







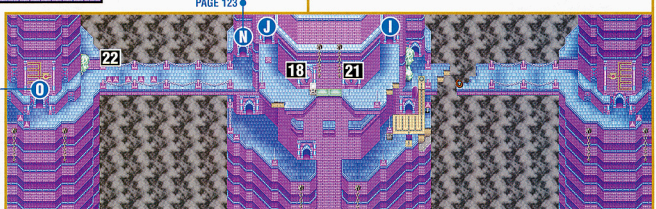
18 BOMBS AWAY



After you go through the door marked H on the above map, jump to the other side by following the path marked in white. (If you want the Meditation Rod, you'll have to move three platforms.) Afterward, go through the southern door and push a block onto the drawbridge, then stand on a switch near the door to drop the block.

PAGE 123

PAGE 125



19 HOVER LOVER

Go to the room marked 19 on the map by heading to the top of the lighthouse through the door at L, around the stairs and down through the door at M. When you reach a conduit, climb the ladder and cast Hover to activate it.

PAGE 125

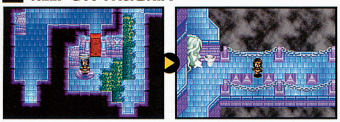
20 FLOAT AWAY

After activating the conduit, jump right and go through the northern door, then climb down a ladder. Stand on the circle and cast Hover, then walk right and pick up a Red Key. Slide down and push the middle block three spaces north to create a shortcut.

21 TIME TO BACKTRACK

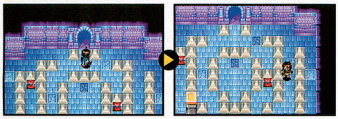
Once the juice is flowing and the lights are on, it's time to backtrack and take care of some unfinished business. Return across the bridge where you dropped the block and make your way downstairs.

22 KEEP ON TRUCKIN'



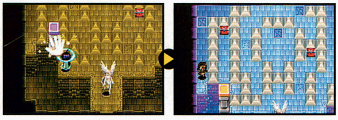
Return to the room where you cast Reveal to find a hidden step, then go through the doors marked G and F on the map on page 123. Use Cyclone on the circle to reach the room with a red door, then use the Red Key. When you cross the bridge, duck between the blocks to avoid the wind. On the other side of the bridge, you'll encounter a room that contains a Blue Key. The key is tempting, but you can't reach it yet.

23 CHEST YOUR LUCK



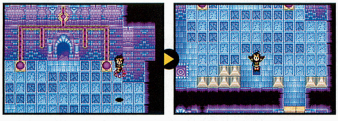
Hang a right when you enter the room with multiple blocks, then walk down the aisle second from the right. When you can go no farther, head up and grab gold from the chest. On your way back, you'll fall into the Blue Key room. Go back up the stairs and reenter the block room.

24 A RETURN VISIT



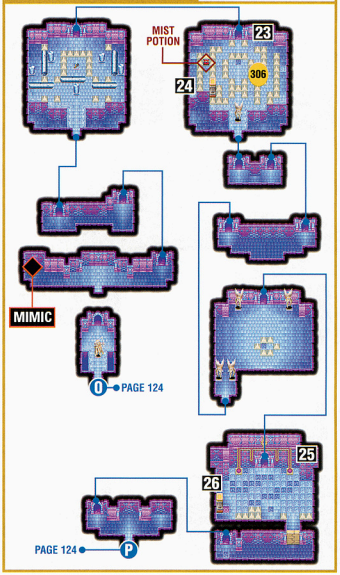
Leave the block room through the southern door, then turn around and go back inside. Use Move to push a platform left, then walk to the top of the room and take the leftmost aisle. Jump to the platform, then jump up and grab the Mist Potion.

25 THIS OLD LIGHTHOUSE

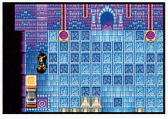


Stand on the right-hand circle and cast Hover, then move down until the spell wears off. Walk to the darkened square at the bottom of the room and drop through the floor, then keep dropping until you land in the room that contains the Blue Key. Grab the key, then retrace your steps.

JUPITER LIGHTHOUSE — INTERIOR

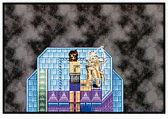


26 FLOTATION DEVICE

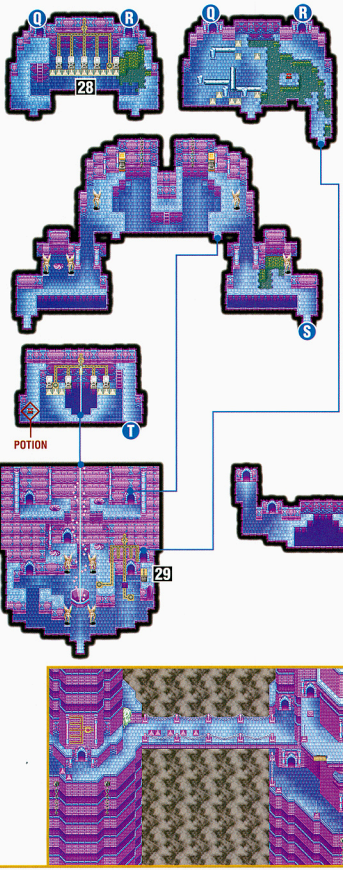


When you return, stand on the right-hand circle and cast Hover, then move two spaces down and two spaces to the right. Cast Move on the platform and shift it right, then walk on the light-colored squares only and step on the right-hand circle. Cast Hover and float down, then keep walking down to exit.

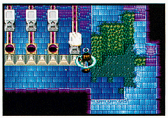
27 TAME THE TOXOPHILITE



At the top of a tower, push the missing conduit into place to activate a statue of an archer. The bowman will fire an arrow across the sky and knock part of a platform into place. Afterward, go back to the room with a beam of light in the middle then go north to the room with five platforms.

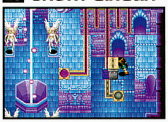


28 A BRIDGE TOO FAR



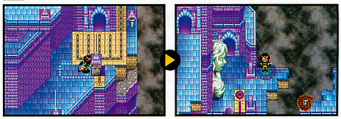
Cast Move on the right-hand platform and shift it one space left to create a bridge, then climb up a ladder and hop across the pillars to the door marked R.

29 SHORT CIRCUIT



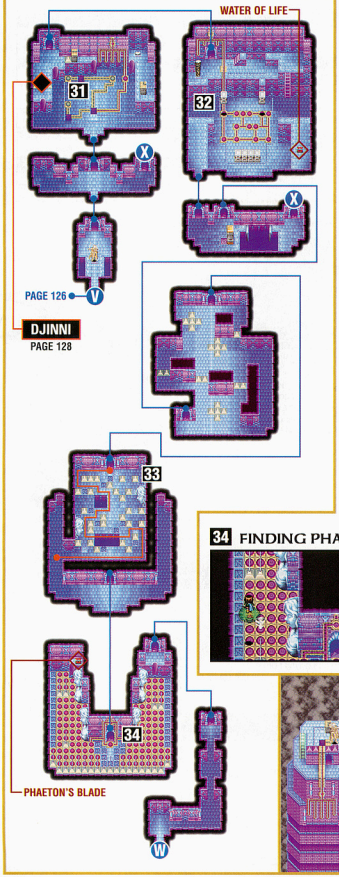
When you emerge in the room with a beam of light, push the missing piece of the circuit into place to activate another area of the lighthouse. Stand on the purple circle and cast Hover, then walk to the right. After you land, walk north and cast Cyclone in the circle to be transported to another level. Go through the door, hang a right and walk south.

30 LIGHTNING CRASHES

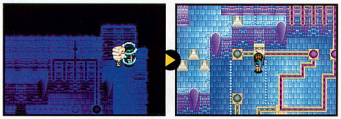


Push the lightning rod into the slot to activate a Hover spot, then return to the room with the beam of light. Hover into the light to move to another area, then jump right and go through the southern door. When you get outside, cast Hover while on the purple spot and let the wind carry you over the gap.

JUPITER LIGHTHOUSE — INTERIOR

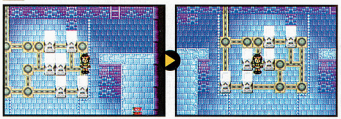


31 THE DJINNI SHUFFLE



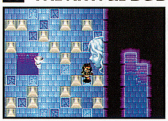
You must maneuver circuits into position to reach the Djinni, but there aren't enough of them. Never fear! You can make it work if you follow the multistep process outlined at the top of page 128.

32 BLOCKBUSTER



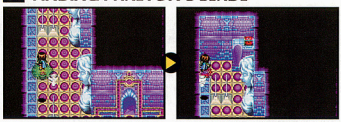
Pound the pillar, then push the circuit to the right of the steps, jump across the gap and go down the ladder. Push the blocks so they resemble the above-left screen shot, then push the circuit back in place, jump across and open the chest. To exit, push the blocks so they resemble the above-right screen shot.

33 THE ARTFUL DODGER

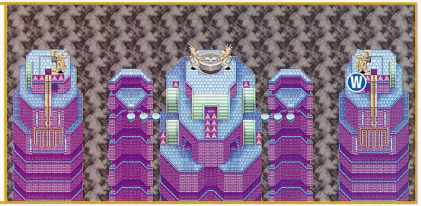


Duck around the weakened sections of floor and watch out for gusts of wind as you make your way from one end of the room to another. Follow the red line on the map to the left to find your way to safety.

34 FINDING PHAETON'S BLADE

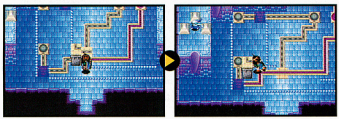


Hover left, then follow the circles on the left-hand side of the room to avoid the first gust of wind. When you are one circle-length away from two lightning rods, move up and left (on a diagonal) so you pass over the cracked floor, then move up and right to the chest. Go to the other side of the room to exit.



Jupiter Djinni — Whorl

Pillar Pusher



Hover to the right-hand ledge and push a circuit off, then push it eight spaces left and one space up. Slide down and Hover left, then Move a circuit off a ledge. Push it into the hole to make a pillar appear. Pound the pillar, readjust the circuits to light the bottom-left circle, then Hover to the Djinni.

Whorl

HP	PP	ATK	DEF	AGILITY	EXP	COINS
852	78	273	84	233	965	643

Effect: Take a deep breath and strike!

TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
8	4	3	0	0	0

Class Reunion

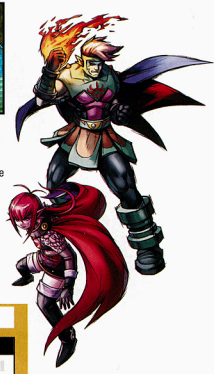
It's time for some more backtracking. Go all the way to the outer portion of the lighthouse, where you pushed a block off the bridge (after the door marked F on the map on page 123). The party from the first Golden Sun game is there, and they're not having a good time of it. Despite your differences, it's time to jump in and save the day!

A Devil's Bargain

Go up to the room where you received the Meditation Rod and head for the door at the left-hand side of the room. Before you go out, Alex will appear and question your intentions. If you tell him that you intend to light the lighthouse, he will restore your party's HP and PP.

The Mother of All Battles

The top of the lighthouse is the end of the road for someone—don't let it be you! After you fire up the lighthouse, Karst and Agatio will break their word and attack. You'll start the battle shorthanded, but the cavalry will arrive soon enough.



Jupiter Lighthouse — Bosses

Karst

The battle begins as a two-on-two affair, but your friends will join up soon enough. Karst and Agatio are both powerful, but Karst has less HP and a devastating attack called Death Scythe—take her out first. As in other boss battles, you'll want to deploy your defensive and status-altering Djinn once per turn and toss in some attacks when you can. If Jenna has equipped Mars Djinn and is at a high enough level, she'll probably know Healing Aura. Her fire attacks won't be much help, so keep her Djinn on Set and let her heal the party.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
3,186	320	354	107	235	2,813	5,280

Agatio

Agatio has high Defense and Attack, but he's vulnerable to Psynergy and summon attacks—especially Venus and Mercury types. Petra is a great Djinni to deploy in battle, because it can paralyze either enemy in one hit. If you have all the possible Djinn up to this point and use them wisely, the battle actually won't be all that difficult.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
4,248	280	377	114	178	3,000	3,740

CONTIGO

After the lighthouse, return to Contigo and talk to Issac and friends to have them join your party. Depending on whether you uploaded data from Golden Sun, they may be lacking in the skills and EXP department. Note that all characters gain EXP in a fight, whether they are in the active party or not.

A FIGHTING FORCE

Once Isaac and his party join you, any of the eight fighters can trade items, weapons, armor and Djinn. Only four people can fight at a time—if you want someone else to be a fighter, go to the Status screen and switch the positions of party members with the L and R Buttons.

VENUS DJINNI — SALT

WHAT A SCOOP!

Head to the east side of Contigo and cast Cyclone on a patch of weeds. Once you clear out the flora, use Scoop to dig around and unearth a Djinni. Salt is a great Djinni that can restore all characters' status to normal.

SALT

Effect: Restore allies' status to normal.

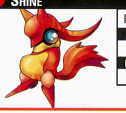
TYPE		ELEMENT			
Venus		Earth			
HP	PP	ATK	DEF	AGILITY	LUCK
9	5	0	0	0	1

MARS DJINNI — SHINE

FORCE THE ISSUE

Walk up to the stump behind the inn and use Force to scare Shine out of the stump. You may not have the Force Psynergy depending on whether or not you imported data from the first Golden Sun game.

SHINE



Effect: Dazzle foes and strike decisively.

TYPE		ELEMENT			
Mars		Fire			
HP	PP	ATK	DEF	AGILITY	LUCK
9	5	0	0	0	1

ATTEKA INLET

The folks in Atteka Inlet have decided that yours is the ship of prophecy (you did light an elemental lighthouse and defeat a couple of tough baddies, after all), and in celebration they will give your ship the precious gift of flight. After you talk to folks and settle any unfinished business, board the ship and set sail for Atteka.

VENUS DJINNI — GEODE

LIFT THE BOULDER

Walk to the western side of Atteka Inlet and cast Lift on the large round boulder. Walk behind the boulder and cast Cyclone on the green patch. The Venus Djinni named Geode will pop out. Happy to be free, it'll join your party without hesitation.

GEODE

Effect: Strike with a clod of earth.

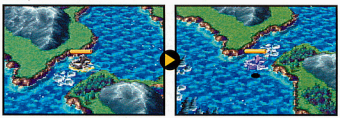
TYPE		ELEMENT			
Venus		Earth			
HP	PP	ATK	DEF	AGILITY	LUCK
12	0	6	0	0	1

IMPORTED-DATA EVENT

HAMMA'S HOSPITALITY

If you rescued Hamma from his captors in the first Golden Sun title, the grateful merchant will send you a present when you board your ship. It is a precious ore called Orihalcon. If you take it to the blacksmith in Yallam, he will transform it into a useable item.

FLY, FLY AWAY



When you return to Atteka, the townsfolk will place a spiffy pair of wings on your ship. The wings allow the boat to sail over small rocks and reefs, and to move at a much faster clip—press and hold the B Button to use them.

SW Atteka Islet

SW Atteka Islet is located at the edge of the world, near the place where the ocean drops off for… well, forever, according to the frightened locals. To reach it, head for the western edge of Weyard, then sail south. Pick up a Dragon Skin and a Djinni if you can—see below for more info—then leave the islanders to their worried ways.

Objectives

1. Use Lift to get the Jupiter Djinni (if applicable).
2. Get the Dragon Skin.

Jupiter Djinni — Random

SURPRISE!

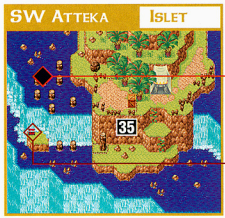
Use Lift to move a boulder out of the way, then hop across the pillars and pick up a random Jupiter Djinni. If you transferred data from the first Golden Sun game, it may not be there!

W ???

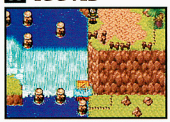
Effect: Random

TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
?	?	?	?	?	?



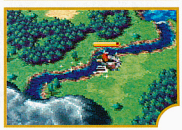
35 LOOTED



Go down the vines and push a pillar left and into the water. Climb the vines and push a crate into the water to create a second stepping-stone. Leap across the crate and pillars to get the Dragon Skin, which the blacksmith in Yallam can transform into armor.

SW Atteka Cave

The only way to reach the SW Atteka Cave is by flying over land (cool, no?). Sail to the southeast side of Atteka and enter a river that flows to the ocean between two sandbars. Sail west down the river until you near a dead end, then fly over land and look for the cave—which is on the very tip of the continent.



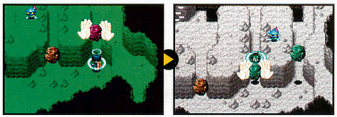
The Goddess of Earth and Fire

Stand facing the pond and cast Parch to drain it, then climb a ladder and walk around the edge of the room until you can go down a ladder and grab the tablet. Doing so will give you the power to summon Coatlicue—you must have three Mercury Djinn and three Jupiter Djinn on standby to call forth the mighty beast.

Shaman Village Cave

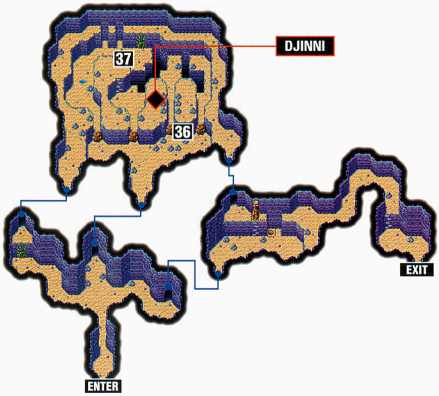
Your second trip to the Shaman Village Cave will earn you another Djinni, as long as you don't mind a bit of heavy lifting. If you got first place in the Colosso tournament in the first Golden Sun game, three hoodlums will be waiting for you. If you defeat them, you'll get the Golden Shirt. See page 114 for more details.

36 The Amazing Lifto



Cast Lift on the right-hand boulder, then climb and jump to the Djinni—your actions will make it run to the right-hand ledge. Climb down and cast Lift on the boulder that is second from the right.

Shaman Village Cave — Interior

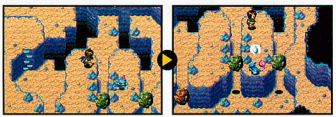


37 Airborne

Cast Lift and go down the leftmost path, then cast Whirlwind on the leaves to reveal handholds. Climb and run left and down, then jump right until you reach the Djinni.

Mercury Djinni — Eddy

Fast Eddy



Eddy is a pretty tough cookie for a Djinni, but nothing you can't handle. Smack it down with Mars attacks to make it join your team.

Eddy

HP	PP	ATK	DEF	AGILITY	EXP	COINS
860	80	290	83	237	989	656

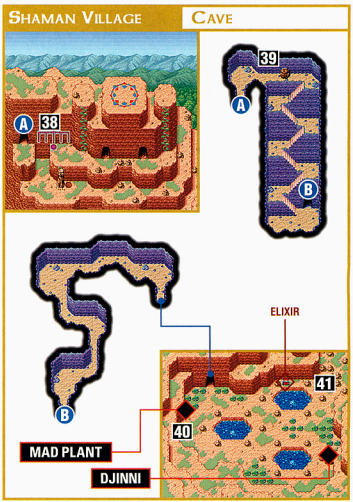
Effect: Speed up Djinn recovery time.

TYPE	ELEMENT
Mercury	Water

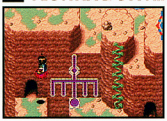
HP	PP	ATK	DEF	AGILITY	LUCK
9	0	0	0	3	2

Shaman Village

Shaman Village is a much nicer place when the residents aren't shunning you and the leader isn't challenging you to a series of inane contests. On your second trip through, head to the top of Trial Road and enter the cave to retrieve a Djinni. Also pick up any items you may have missed on your first trip through.

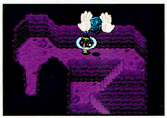


38 Floating on Air



At the top of Trial Road, cast Hover and head left. When the spell wears off, enter the small cave on the ledge. All that hovering practice you got in the Jupiter Lighthouse is starting to come in handy.

39 Rock 'Em, Sock 'Em



Cast Lift inside the cave to move a big, bad boulder out of your way. If all the heavy lifting makes you hungry, set the GBA down and go grab a sandwich.

40 Swamp Thing

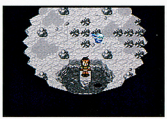
If you're feeling adventurous, cast Cyclone on the pile of weeds to the left of the small pool and take out the Mad Plant that appears. You can leave it be, but experience points and gold are always nice.

41 Wow, That's So . . . Lim, Great

Use Reveal to reach the chest behind a second pool of water. When you open it, you'll find an elixir. Mmm . . . now that's good elixir!

Jupiter Djinni — Gasp

Last Gasp



Cast Reveal on the third pool to find a step, then jump to it to startle the Djinni. It will leap out of the way and spin around for a moment—quickly jump over and attack it while it's going in circles.

Gasp

HP	PP	ATK	DEF	AGILITY	EXP	COINS
852	78	273	84	233	965	643

Effect: Call the Grim Reaper on your foes.

TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
12	5	0	0	0	0

Gondowan & Angara

The final chapter in your long journey is upon you. The enemies are much tougher in the areas that you'll visit, but you have more party members to help you out. If you want to gain loads of experience points quickly, spend a lot of time in Magma Rock and the Mars Lighthouse. Two of the enemies there—the Phoenix and the Fire Bird—have relatively low HP but give out massive amounts of experience.

Enemy List

Aka Manah

HP	PP	ATK	DEF	AGILITY	EXP	COINS
479	70	405	129	187	546	318

Chimera

HP	PP	ATK	DEF	AGILITY	EXP	COINS
313	48	336	109	168	396	300

Chimera Worm

HP	PP	ATK	DEF	AGILITY	EXP	COINS
251	22	452	133	152	359	179

Cruel Dragon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
636	65	539	216	162	661	358

Devil Frog

HP	PP	ATK	DEF	AGILITY	EXP	COINS
282	0	347	102	173	417	248

Doodle Bug

HP	PP	ATK	DEF	AGILITY	EXP	COINS
202	22	329	109	173	417	176

Druj

HP	PP	ATK	DEF	AGILITY	EXP	COINS
672	66	549	197	205	627	348

Earth Golem

HP	PP	ATK	DEF	AGILITY	EXP	COINS
298	0	299	114	70	218	183

Fire Bird

HP	PP	ATK	DEF	AGILITY	EXP	COINS
303	98	376	124	259	5,838	304

Fire Dragon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
648	40	452	178	166	641	354

Gillman Lord

HP	PP	ATK	DEF	AGILITY	EXP	COINS
284	0	456	136	174	459	257

Great Seagull

HP	PP	ATK	DEF	AGILITY	EXP	COINS
266	0	411	93	206	363	211

Horned Ghost

HP	PP	ATK	DEF	AGILITY	EXP	COINS
236	32	268	78	116	199	166

Lesser Demon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
410	44	374	119	178	511	304

Lich

HP	PP	ATK	DEF	AGILITY	EXP	COINS
187	30	305	81	146	401	330

Little Death

HP	PP	ATK	DEF	AGILITY	EXP	COINS
222	40	335	108	191	420	273

Mimic

1. Magma Rock
2. Mars Lighthouse
3. Treasure Isle
4. Yampi Desert Cave

	HP	PP	ATK	DEF	AGILITY	EXP	COINS
1.	936	80	364	114	210	1,500	726
2.	1,008	84	397	126	224	1,668	772
3.	879	76	333	103	196	1,336	677
4.	879	76	333	103	196	1,336	677

CHAPTER 7

Gondowan & Angara

1. Gondowan Settlement
2. Magma Rock
3. Loho
4. Kalt Island
5. Prox
6. Mars Lighthouse

Enemy List

Minos Warrior

HP	PP	ATK	DEF	AGILITY	EXP	COINS
353	0	397	130	164	525	276

Ocean Dragon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
473	32	478	154	143	590	307

Phoenix

HP	PP	ATK	DEF	AGILITY	EXP	COINS
281	80	344	112	243	3,750	286

Puppet Warrior

HP	PP	ATK	DEF	AGILITY	EXP	COINS
310	0	469	180	120	555	283

Pyrodra

HP	PP	ATK	DEF	AGILITY	EXP	COINS
384	0	451	125	125	568	387

Raging Rock

HP	PP	ATK	DEF	AGILITY	EXP	COINS
186	20	312	180	173	401	209

Raptor

HP	PP	ATK	DEF	AGILITY	EXP	COINS
366	0	354	96	180	521	295

Sand Scorpion

HP	PP	ATK	DEF	AGILITY	EXP	COINS
259	12	457	185	147	366	207

Sea Hedgehog

HP	PP	ATK	DEF	AGILITY	EXP	COINS
177	0	402	160	188	319	145

Soul Army

HP	PP	ATK	DEF	AGILITY	EXP	COINS
356	54	508	207	156	586	299

Winged Lizard

HP	PP	ATK	DEF	AGILITY	EXP	COINS
337	0	452	160	202	467	212

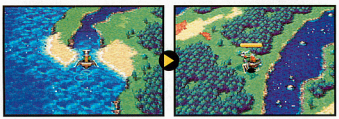
Wise Gryphon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
297	33	367	111	215	487	320

Wonder Bird

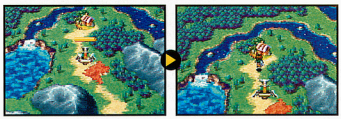
HP	PP	ATK	DEF	AGILITY	EXP	COINS
424	102	510	190	285	8,622	333

DOWN THE COAST AND UP THE RIVER



Head to the eastern coast of Gondowan and look for a river that flows to the sea. (It's about three-quarters of the way down from the top of the continent.) Sail up the river and fly across the land when you see a road on the left-hand side.

THE ROAD GOES ON AND ON



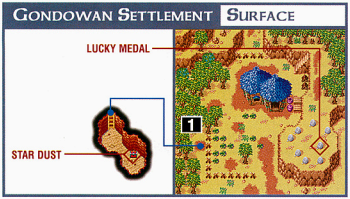
Follow the road north until you see a large red mountain—it's Magma Rock, but you don't want to go there yet. Hang a left and follow the road around until you find a small village next to a lake.

Gondowan Settlement

Gondowan Settlement is a barren little burg where only three people live. Pick up a Lucky Medal and a bit of Star Dust while you're there, then leave town and head for Magma Rock.

Objective

1. Get the Star Dust and the Lucky Medal.



1 Choose the Ladder

Cast Cyclone near the weeds to reveal a ladder, then climb down and grab the Star Dust. You can also cast Reveal in the circle of stones to find a Lucky Medal.

Magma Rock

Magma Rock is a hot, nasty place that no hero would visit without good reason. And though you may doubt it at the beginning, there is a very good reason for you to be there. Keep one eye on the maps and one eye on the lava as you traverse the dangerous terrain. The first door you see leads only to a Mimic, so unless you want a fight, start climbing.

Objectives

1. Get the Mars Djinn—there may be only one.
2. Learn the Blast Psynergy.

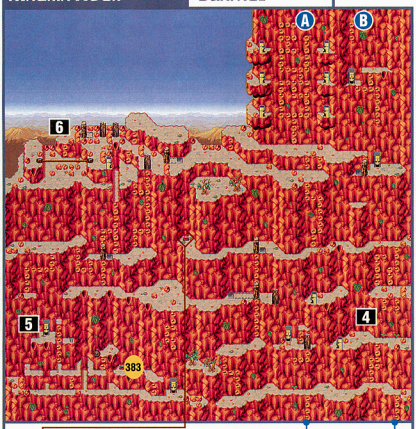
2 Burst Corps

Climb up the handholds and hang a right, then climb up to the tiki statue and cast Burst. The statue will magnify your spell and cause a pillar to explode. Climb the handholds that were previously blocked by the pillar and head right.

3 Go With the Flow

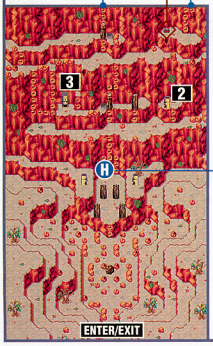
When you reach a dead end and a tiki statue that is facing forward, cast Burst on it. When it glows red, climb the handholds and stand on top of the statue—lava will shoot out of the top and give you access to a higher level.

MAGMA ROCK — SURFACE



SALAMANDER TAIL

OIL DROP



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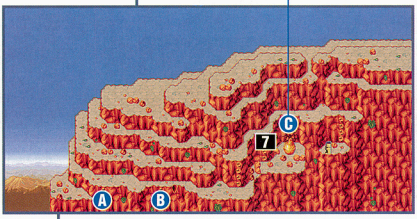


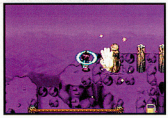
4 FERTILIZE THIS!

Any time you see a small green plant, cast Growth to turn it into a climbable vine. You'll need to do so a couple of times during the journey.

5 BE QUICK

Cast Burst on the tiki statue, then slide down the far-left gap and climb the handholds. Jump on top of the statue before it blows its top.

6 BREAKIN'

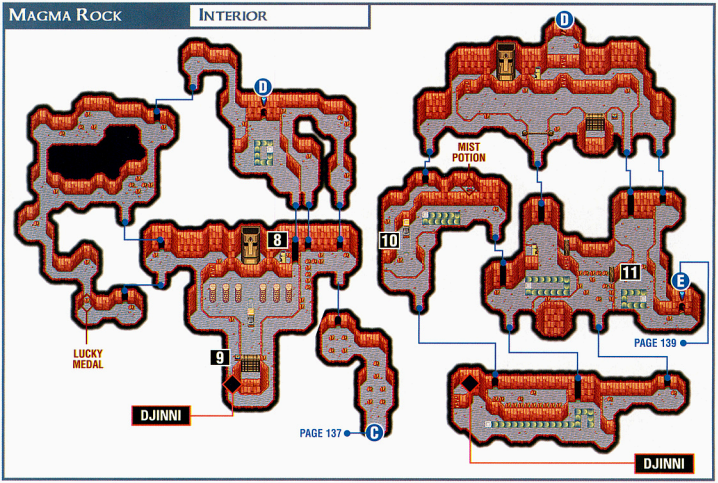


Cast Move on the pillar to shift it one space right, then climb back around and jump across the pillars. When you reach the far left, jump back to the middle pillar to break it.

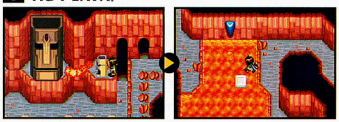
7 ROCK BLASTERS

A cracked rock blocks the entrance to Magma Rock, but there's an odd orange stone in front of it. Climb around and down until you're next to a tiki statue, then cast Burst on it to expose the entrance.

MAGMA ROCK — INTERIOR

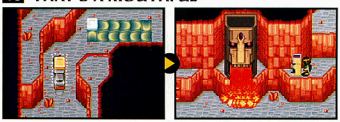


8 HOT LAVA!



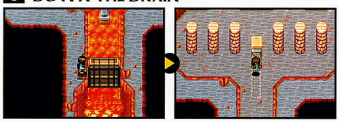
Enter Magma Rock and jump across a gap to reach a tiki statue. Cast Blast on the statue to launch a fireball at the giant stone head, which will open its mouth and fill the room with lava. Jump on the moving platform, then leap to the other side of the room.

10 THAT'S A MOUTHFUL



When you reach a room with a second stone head, descend a ladder and head for a room with a moveable platform. Push the platform as far north as you can, then return to the stone head and use Blast plus a tiki statue to fill the area with lava. Walk around the bottom of the room and across a rope, being careful not to let the lava out when you walk around the button by the dam.

9 DOWN THE DRAIN

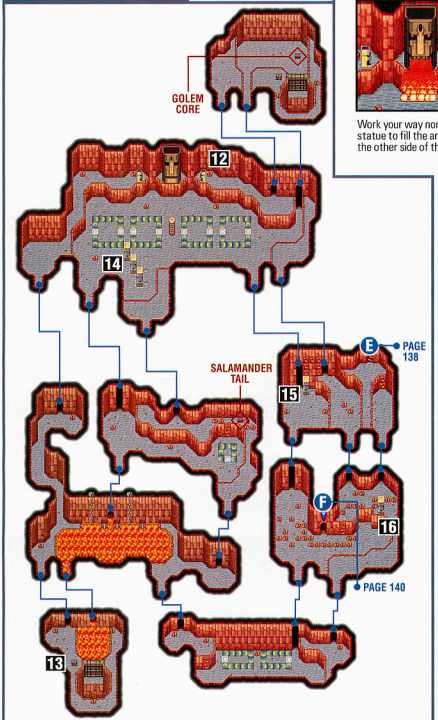


Step on the switch to the left of the dam to let the lava out of the room, then climb down a ladder and push the platform as far up as possible. Climb the ladder, then head back to the room where you jumped on the moving platform. From there, head north.

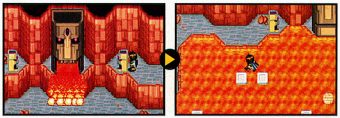
11 BREAK STUFF

Work your way south until you find a cracked pillar, then use Burst to clear it out of the way. Take out the second pillar to the north with the same method. Drain the lava, then use the ladders under the recently broken pillars to reach the door marked E on the map above.

MAGMA ROCK — INTERIOR

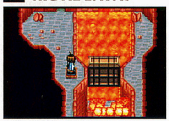


12 OH STATUE, WHERE ART THOU?



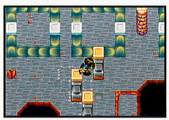
Work your way north until you find a stone head, then cast Blast on the tiki statue to fill the area with lava. Jump across the moving platforms to reach the other side of the room, then head south.

13 MORE LAVA?



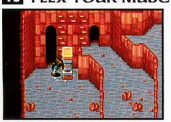
Move as far south as possible after you fill the area with lava, then step on the switch to open the dam and drain the area. Walk north one room, jump and swing across the gaps, then go down the ladder and head north to the big room with three platforms.

14 MORE PUSHING AND SHOVING



Push all three platforms as far right as you can, then head back down to the room marked 15 on the map to the left.

15 FLEX YOUR MUSCLES

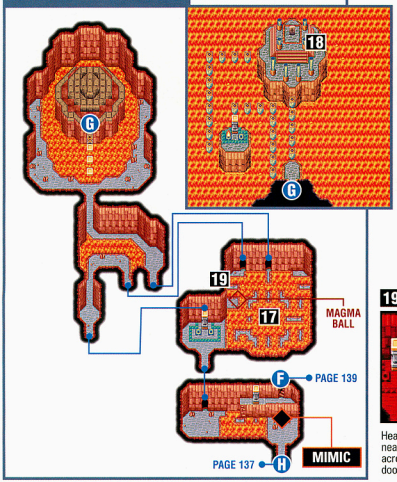


Push the platform right so you can access a set of handholds, then climb up, walk north and refill the area with lava. Use the platforms to go through the southern door.

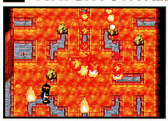
16 A MOLTEN MESS

Shove a final platform off the ledge and into the lava, then head back and drain the lava. Return to the room and use the platform to leap across the gap, then climb down the handholds and go through the door marked F on the map.

Magma Rock — Interior

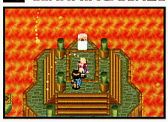


17 Watch for Falling Rocks



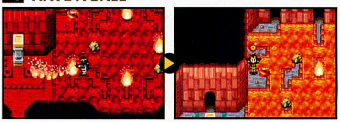
When you start to leap across the large lava pool, a bunch of rocks will shoot out of the depths and deposit themselves on various platforms. They won't hurt you, but they'll make your trip though Magma Rock a little more difficult.

18 Learning Blaze



Go to the top of the small island and have Jenna learn the Blaze Psynergy. On your way back, stand on the left-hand side of the flame and cast Blaze to create a path out of the room.

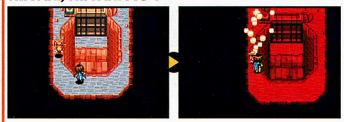
19 Have a Ball



Head back to the room where rocks shot out and cast Blaze when standing near a platform (see the above screen shot for exact placement). Jump across and cast Blaze again to light the second brazier, then walk through the door that appears and grab a Magma Ball from the glowing red stone.

Mars Djinni — Random

Maybe, Maybe Not



A random Mars Djinni may be waiting for you near the dam, depending on whether or not you transferred data from the first Golden Sun game.

**??? **

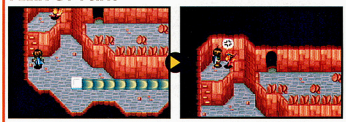
Effect: Random

TYPE	ELEMENT
Mars	Fire

HP	PP	ATK	DEF	AGILITY	LUCK
?	?	?	?	?	?

Mars Djinni — Fury

Felix of Fury



You'll have to drain the lava in the second section of Magma Rock to reach Fury. Once you do, it's a simple matter of climbing some handholds and beating the Djinni in mortal combat.

Fury

HP	PP	ATK	DEF	AGILITY	EXP	COINS
890	83	280	86	247	1,041	681

Effect: Call wandering souls to attack.

TYPE	ELEMENT
Mars	Fire

HP	PP	ATK	DEF	AGILITY	LUCK
12	4	0	0	0	0

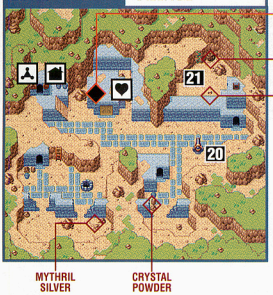
Loho

Loho is on the southeastern portion of Angara—the small continent north of Gondowan. Sail to Angara and look for a tiny beach near a mountain, then hop out of the boat and walk north to the town, which is visible from the ocean.

Objectives

1. Fire the cannon at the wall by using the Magma Ball.
2. Jump on the roof to get a Djinni.
3. Grab all the treasure and take it to the blacksmith.

Loho Village



Price List

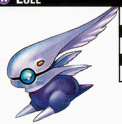
Items	
HERB	10
NUT	200
VIAL	500
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70
Inn	
ONE ROOM	176

Jupiter Djinni — Lull

Up on the Rooftop

Climb up a vine behind the wall that you took out with the cannon, then leap across rooftops until you find the Djinni. The happy fellow will join your party without a fight.

Lull

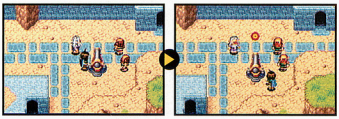


Effect: Negotiate a temporary cease-fire.

TYPE	ELEMENT
Jupiter	Wind

HP	PP	ATK	DEF	AGILITY	LUCK
11	6	0	0	0	0

20 Cannon Fodder



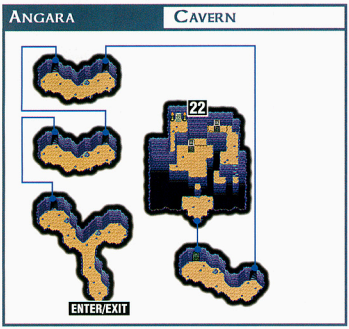
There's a king's ransom in minerals behind the wall, but you won't be able to access it until you knock it down. Place the Magma Ball inside the cannon to destroy the wall. Afterward, the miners will install the cannon on your boat.

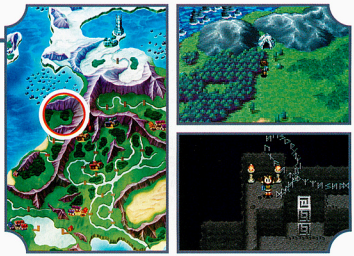
21 Digging for Treasure

After you fire the cannon, run around the settlement and use Scoop to pull items from the ground. You'll have to take everything but the Crystal Powder to the blacksmith in Yallam before the items will be usable.

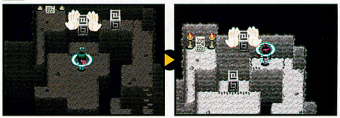
Angara Cavern

Sail north from Loho until you see a beach, then either dock your boat and walk or just fly along the road until you reach a cave. Enter the cave and make your way to the bottom, then use Carry to earn the Haures summon.





22 Cash and Carry



Carry the first square stone one space north, then Move it one space right. Jump to the right and climb a ladder, then Carry the second stone, place it on top of the first and leap to the new summon.

Kalt Island

Kalt Island is near the northern edge of Weyard, on the eastern side of the pole. Look for a small island to the east of the massive reefs. Once you're there, use Catch to get an apple, then skate across the ice and use Lash to grab a Djinni.

23 Catch the Apple

Use Catch to grab an apple from the tree—what a tasty treat! Feed it to a party member to increase his or her Attack rating.

Mercury Djinni — Gel

Gel

Effect: Weaken a foe's Attack.

Type	Element
Mercury	Water

HP	PP	ATK	DEF	Agility	Luck
9	0	5	0	2	0

Northern Reaches

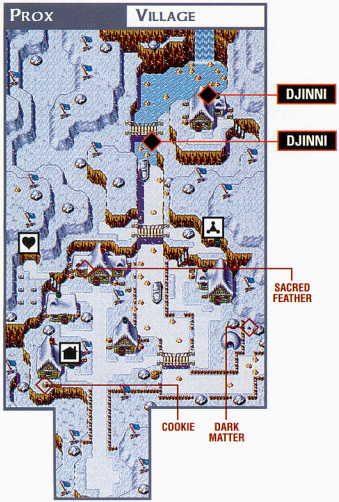
The Northern Reaches are a series of reefs at the top of the world. Sail west from Kalt Island until you find the reefs, then sail north to enter the Northern Reaches.

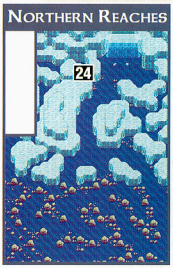
Reef Madness

It's time to make your way through the maze. The monsters in the reef are rather tough, so try to get out of there as quickly as possible.

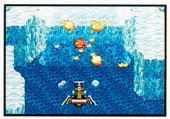
Prox

The town of Prox is home to Karst and Agatio, and it's also the place where Felix's parents are supposed to be held captive. Mom and Dad are nowhere to be found, but there are some items and a couple of Djinn in the area.





24 Blow the Wall Down



When you reach a sheer wall of ice, break out the cannon. Use the Magma Ball and your new weapon to shatter the ice and gain entrance to the town of Prox.

Bored Meeting

After you grab the Djinn and items, make a break for the northern end of town. After a very lengthy conversation with the town elder, you'll be granted access to Mars Lighthouse—the final area in the game.

Price List

Items

HERB	10
NUT	200
VIAL	500
MIST POTION	9,000
ANTIDOTE	20
ELIXIR	30
SACRED FEATHER	70

Armor Artifact

MYSTERIOUS ROBE	36,500

Inn

ONE ROOM	200

Venus Djinni — Mold

Mold

Effect: Strike a foe.

TYPE	ELEMENT
Venus	Earth

HP	PP	ATK	DEF	AGILITY	LUCK
8	0	4	0	2	1

Run into the Djinni to make it flee, then slide up the ice and use Scoop on the snow pile to get the Djinni.

Mercury Djinni — Random

???

Effect: Random

TYPE	ELEMENT
Mercury	Water

HP	PP	ATK	DEF	AGILITY	LUCK
?	?	?	?	?	?

The Mercury Djinni may not be be available—it depends on whether you imported certain info from the first Golden Sun.

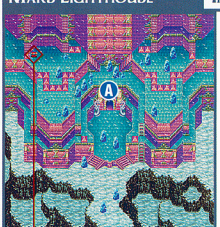
Mars Lighthouse

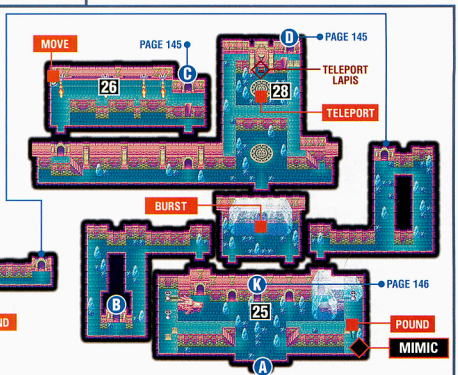
Mars Lighthouse is a series of four towers. You must climb each tower and light it before facing the final boss. The following pages are map intensive, so you'll see written tips for only the trickiest puzzles. Orange callouts with Psynergy inside mark places where you should use the talents to solve a puzzle.

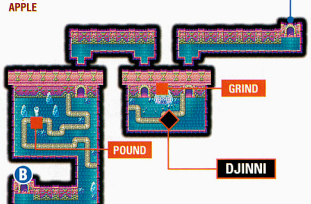
Objectives

1. Get the Djinn.
2. Learn the Teleport Psynergy.
3. Get the Sol Blade.
4. Light the lighthouse and defeat the final boss.

Mars Lighthouse — Interior

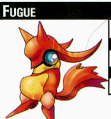






Mars Djinni — Fugue

Fugue



Effect: Fatigue enemies to drop their PP.

TYPE	ELEMENT
Mars	Fire

HP	PP	ATK	DEF	AGILITY	LUCK
11	4	0	2	0	0

STOP! READ BEFORE CONTINUING!

Once you learn the Teleport Psynergy and collect the Djinn named Fugue and Balm, you can complete a side quest that will give you an incredibly powerful summon spell for the final battle. If you want to finish everything in the game (and get all the Djinn), leave Mars Lighthouse after you defeat the Flame Dragons, then complete the four side quests that start on page 148. It's not necessary to complete any of the quests to beat the game.

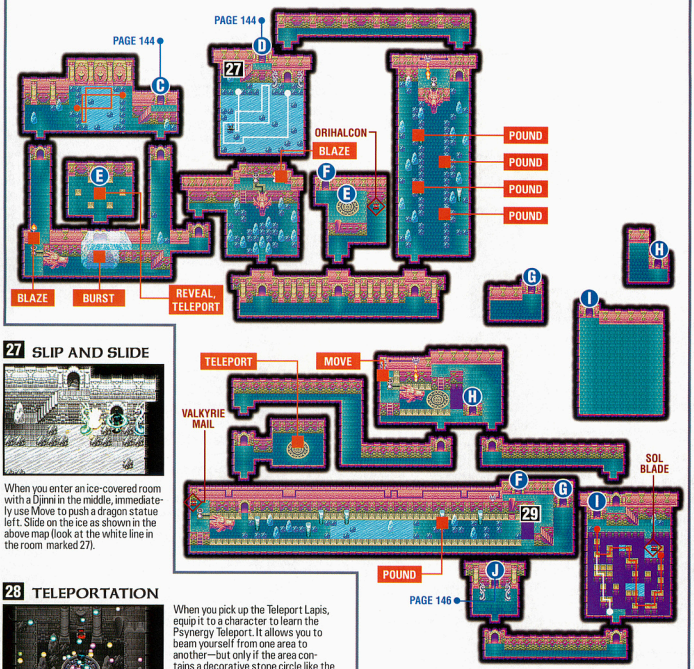
25 Enter the Lighthouse

When you enter the lighthouse, you'll see an open door in the middle of the room. It leads to the final boss, but you can't use it yet. Use the northeast door and walk around to the door marked B on the map.

26 Avoid the Flames

Set Move to either the L or R Button, then use the Psynergy to shift a statue along the wall. Any time a flame comes near, stand behind the statue so it doesn't hit you.

MARS LIGHTHOUSE — INTERIOR



27 SLIP AND SLIDE

When you enter an ice-covered room with a Djinni in the middle, immediately use Move to push a dragon statue left. Slide on the ice as shown in the above map (look at the white line in the room marked 27).

28 TELEPORTATION

When you pick up the Teleport Lapis, equip it to a character to learn the Psynergy Teleport. It allows you to beam yourself from one area to another—but only if the area contains a decorative stone circle like the one pictured to the left. Stand on the circle and teleport out of the room, then go to the circle of stones through the door marked E.

29 A RACE AGAINST TIME

Fall down the slide, then race the gargoyle to the end of the room. You must pound pillars along the way. If the gargoyle beats you, a flame will push you off the edge and you'll have to try again. When you reach a teleport circle, run past it and down a hall, cast Move on a statue to block a flame, then double back and use the circle.

MERCURY DJINNI — BALM

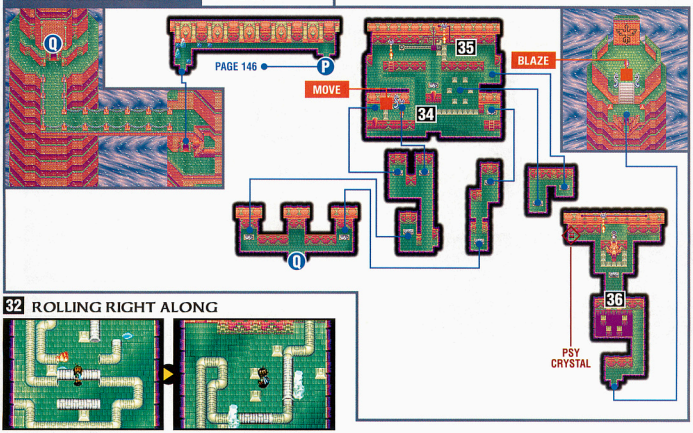
W BALM

Effect: Revive all downed allies.

TYPE	ELEMENT
Mercury	Water

HP	PP	ATK	DEF	AGILITY	LUCK
13	4	0	0	0	0

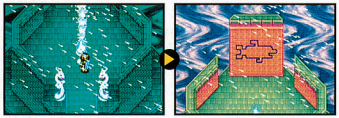
MARS LIGHTHOUSE — INTERIOR



32 ROLLING RIGHT ALONG

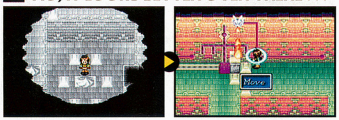
Roll the middle column up, then cast Frost on the puddles. Roll the bottom pillar up, the top pillar right and the middle pillar down. Go back through the door and slide to the ladder. Climb it and cast Blaze on the brazier, then go to the left-hand side of the room and through the southern door.

33 ALL ABLAZE



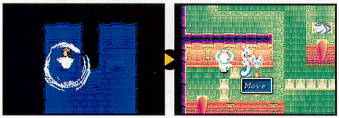
When you reach the top of the lighthouse's first tower, stand behind the blue flame and cast Blaze. A huge gout of fire will heat the wall and activate a symbol. Return to the room with the dragon head and four doors and go through the top left-hand door.

34 NO, IT LOOKS BETTER OVER THERE . . .



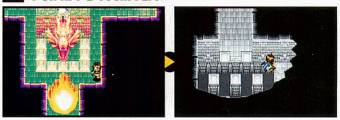
Cast Reveal on the blocks to find a circle, then cast Cyclone. Go to a second circle and cast Cyclone again, then Move a circuit into place while avoiding the fire-spitting statue. After the circuit, let the fire hit push you off the ledge, then use Hover to avoid the flame and reach the circle on the middle ledge.

35 THE CIRCLE OF LIFE



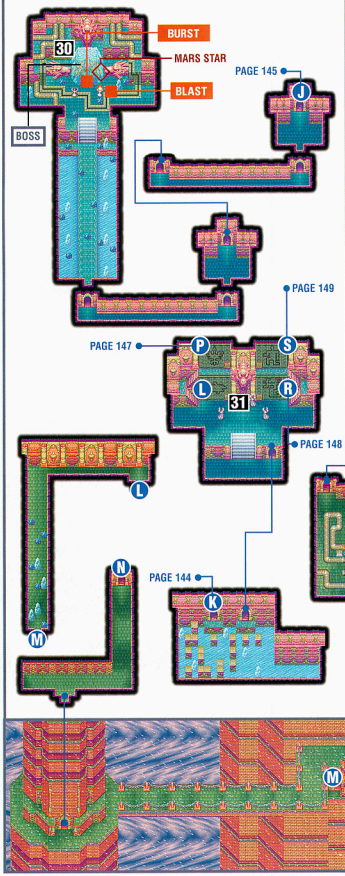
Use Cyclone on the two left-hand circles to appear beside a dragon statue. Cast Move and shove the statue one space to the right, then use Cyclone on the left-hand and middle circles to return to the room.

36 PURE PSYNERGY

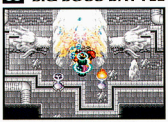


Grab the Psy Crystal, then wait for the dragon to shoot flame. When it does, run south and use Reveal to find a stepping-stone, then continue. Once you've lit the tower, return to the room that contains four doors and go through the one on the bottom right-hand side.

Mars Lighthouse — Interior



30 Big Boss Battle



Use Blaze to strike the torch, then use Burst to shatter the ice and free a pair of dragons. The dragons are physically tough, but weak against water attacks. After the fight, place the Mars Star in the dragon's mouth, then cast Retreat, grab the Djinni named Fugue and either go through the door marked K or complete the side quests.

Mars Lighthouse — Bosses

Flame Dragon 1

Use one defensive and one status-altering Djinni per round, followed by an offensive Djinni and a powerful water spell. The Sol Blade is a great weapon as well.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
5,348	320	389	134	215	2,502	1,872

Flame Dragon 2

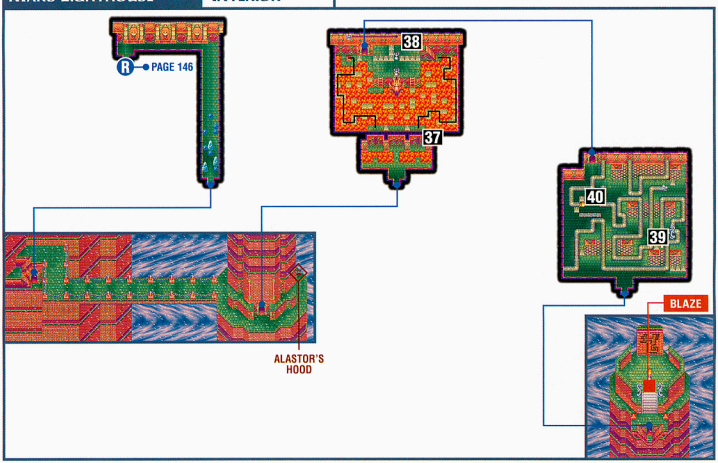
The Flame Dragons are very similar, so it doesn't matter which one you attack first. Choose one to concentrate on, then polish off the second when the first drops.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
5,724	250	400	137	158	2,502	1,521

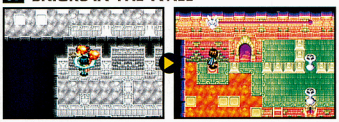
31 Open for Business

Once you've gotten the Mars Star, you can access four new areas of Mars Lighthouse. After the dragon speaks to you, it will open four doors. The doors look like solid walls until you get close to them. Start the quest by walking through the bottom left-hand door.

MARS LIGHTHOUSE — INTERIOR

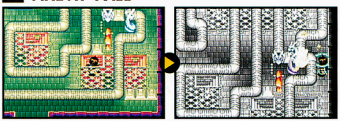


37 BRICKS IN THE WALL



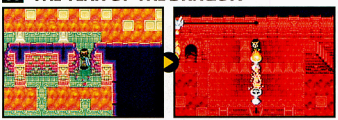
Use Burst on the right-hand side of the brick wall, then go north and step on a switch. (Use the lines on the above map to find your way.) After you step on the switch, go back to the wall and use Burst to open the left-hand side.

39 FIRE AT WILL



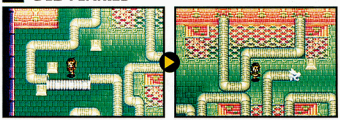
The room marked 39 and 40 on the above map has three self-contained staircases. Push the pipe when you enter the room, then take the bottom stairs, cast Move on the statue and shift it left. Take the bottom stairs again, then walk down and Move the statue left again so it blocks the flame.

38 THE YEAR OF THE DRAGON



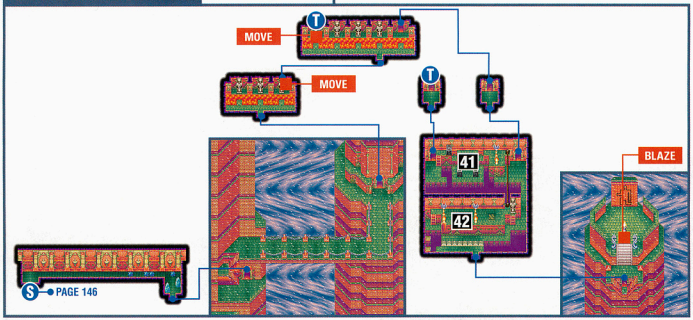
After you bust open the left-hand side of the wall, jump north and use Blaze to ignite the dragon head. Go back down and use Burst to break the middle part of the wall, then enter the north door.

40 OLD FLAMES



Walk north past the statue and use the top set of stairs. Push the pipe, then take the top stairs and hang a right at the spot where the flame was before you moved the pipe. Take the middle set of stairs to exit the room, light the lighthouse, then go to the room with four doors inside and take the last door.

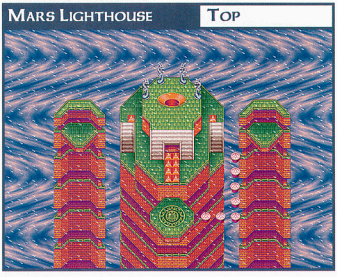
MARS LIGHTHOUSE — INTERIOR



41 CARRY THE LOAD

Go through the door marked T on the map, then use Carry to drop two blocks into the slots in the ledge above you. Climb to the ledge and push the third block in front of the statue, then walk across the rope.

MARS LIGHTHOUSE — TOP



42 ASK DR. SCIENCE

Glass is made from fused sand. When the first moving flame heads left, run to the glass panel and cast Sand. After the flame passes over your head, run left to the next glass panel and cast Sand again. Light the final section, then go back to the room that contains four doors and use Teleport to reach the final boss.

MARS LIGHTHOUSE — BOSS

DOOM DRAGON

HP	PP	ATK	DEF	AGILITY	EXP	COINS
10,000+	150+	470	155	200	-	-

The Doom Dragon is a tough cookie, but you can take it down if you're smart. Its biggest weakness is low Defense, so wallop it with powerful Djinn attacks and the Sol Blade. Deploy your defensive Djinn once per turn, and keep a steady stream of summons coming so the defensive Djinn will go back to Set and you can use them again. Finally, if a character falls, use a Water of Life instead of Djinni to restore him or her. The item is a sure thing.

HAVING TROUBLE?

You may need to level up. You should have at least four party members at level 35 or higher. Also try tinkering with your Djinn to create different classes as shown on pages 14-17. Have at least one character who does nothing but heal the others—Mia and Jenna are both good options. Finally, try completing the side quests on the next few pages, then come back and take on the boss again.

Yampi Desert Cave

To reach the Yampi Desert Cave, walk south from the town of Alhafra and enter the desert, then go west until you reach the sandfall shown on the map below. Use the Sand Psynergy to enter the cave, then work your way through for a Djinni and some treasure.

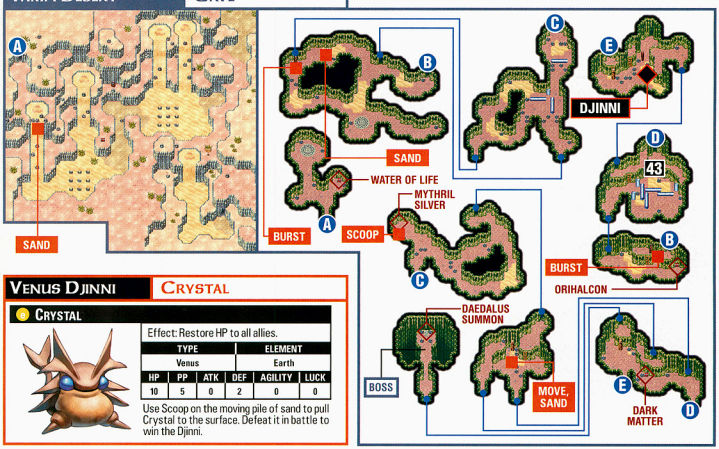
The Side Quests

The following pages detail side quests that are not necessary to complete the game. If you want all the Djinn, some great weaponry and a whole bunch of experience, however, you should complete them. You can accomplish each quest at any time—as long as you have the proper Psynergy.

A Note on Enemies

The first three side quest areas (Yampi Desert Cave, Sea of Time Islet and Treasure Isle) contain enemies that you've encountered elsewhere (except for bosses)—but many of them have improved stats. There are four new enemies in Anemos Sanctum—they are listed on page 154.

Yampi Desert Cave



Venus Djinni — Crystal

Crystal

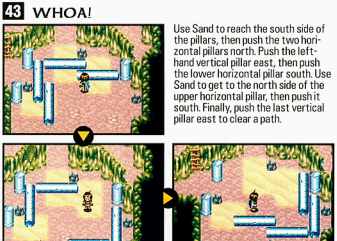
Effect: Restore HP to all allies.

TYPE	ELEMENT
Venus	Earth

HP	PP	ATK	DEF	AGILITY	LUCK
10	5	0	2	0	0

Use Scoop on the moving pile of sand to pull Crystal to the surface. Defeat it in battle to win the Djinni.

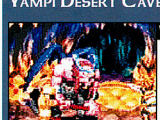
43 Whoa!



Use Sand to reach the south side of the pillars, then push the two horizontal pillars north. Push the left-hand vertical pillar east, then push the lower horizontal pillar south. Use Sand to get to the north side of the upper horizontal pillar, then push it south. Finally, push the last vertical pillar east to clear a path.

Yampi Desert Cave — Boss

Valukar



Take out Valukar with water attacks and the Sol Blade. Though his stats are imposing, he's not all that tough. The Djinni Petra is very helpful—it can freeze Valukar solid.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
12,960	0	550	175	206	8,702	4,980

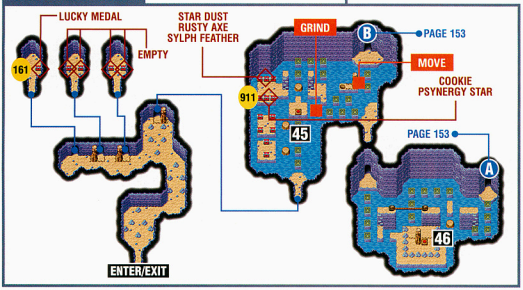
Treasure Isle

Treasure Isle is due north of Lemuria. Reefs surround the place, so you'll have to enter from the northeast side and wind your way through a small maze. Note that the Venus Djinni may or may not appear depending on whether or not you imported data from the first Golden Sun game. The other Djinni, Gale, will be there regardless.

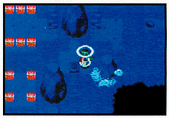
Objectives

1. Get the Djinn (or Djinni).
2. Learn the Azul Summon.

Treasure Isle — Catacombs



45 The Daily Grind

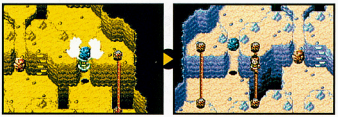


Switches in Treasure Isle transform stepping-stones into large boulders. You can use Grind to turn them back into stepping-stones, but sometimes you'll need a boulder to reach a treasure. We've marked on the maps only the boulders that you'll need to Grind.

46 Use the Power of Your Mind!

Run around the steps to reach the pillar, then push it until it's on the right-hand side of the switch. Go back around and use Move to shove the pillar onto the switch, then climb the handholds and use the rope to reach the door marked A on the map.

47 Need a Lift?



To get the Djinni named Gale, cast Lift on the bottom-left, top-left and top-right stones, then jump to the middle ledge and climb a ladder. Jump left twice, then walk down a rope and attack the Djinni.

Jupiter Djinni — Gale

Gale

HP	PP	ATK	DEF	AGILITY	EXP	COINS
980	92	309	97	277	1,197	756

Effect: Blast enemies with a wind strike.

TYPE	ELEMENT
Jupiter	Gale

HP	PP	ATK	DEF	AGILITY	LUCK
12	4	0	0	0	0

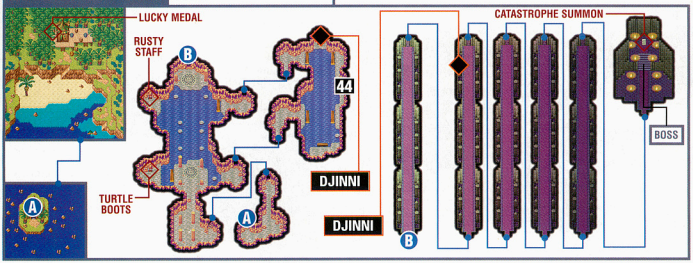
Sea of Time Islet

Sea of Time Islet is northwest of the Apojii Islands and east of Lemuria. When you arrive, use Mind Read on the turtle and give him the Li'l Turtle from your inventory—he will then take you to a special island. If you don't have the Li'l Turtle, you'll need to complete the trading sequence outlined in chapter five.

Objectives

1. Get the Djinn.
2. Learn the Catastrophe summon.

Sea of Time — Islet



Venus Djinni — Meld

Meld

Effect: Launch a powerful team strike.

TYPE	ELEMENT
Venus	Earth

HP	PP	ATK	DEF	AGILITY	LUCK
9	0	0	0	4	1

Mercury Djinni — Serac

Serac

Effect: Strike a chilling finishing blow.

TYPE	ELEMENT
Mercury	Water

HP	PP	ATK	DEF	AGILITY	LUCK
12	0	3	0	0	0

44 I'm a Lumberjack and I'm OK

Stand on the first Teleport circle you see, then head through the door on your right. Roll a log across the water, then walk down and roll the southern log north to get Meld.

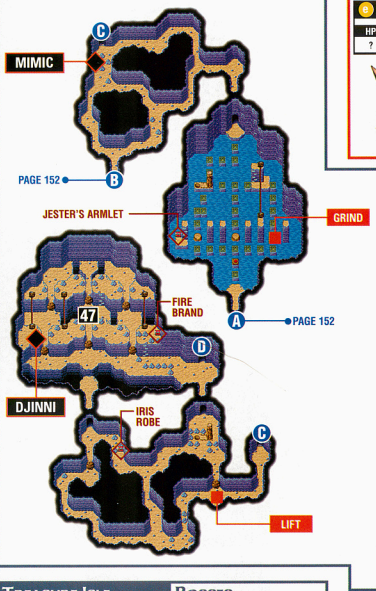
Islet Cave — Boss

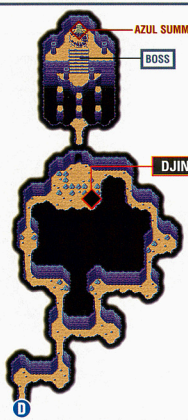
Sentinel

Sentinel recovers 200 HP per turn, and status-altering Djinn have little effect. You'll have to rely mainly on summons to take him down.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
8,736	780	608	216	171	10,538	6,144

Treasure Isle — Catacombs





Venus Djinni — Random

?	HP	PP	ATK	DEF	AGILITY	EXP	COINS
	?	?	?	?	?	?	?

Effect: Random

TYPE	ELEMENT
Venus	Earth

HP	PP	ATK	DEF	AGILITY	LUCK
?	?	?	?	?	?

Treasure Isle — Bosses

Star Magician

Take out the Refresh Ball and the Guardian Ball so they don't restore HP, then attack the magician with fire and physical attacks. Ignore the other balls.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
7,486	560	460	139	268	7,866	5,566

Thunder Ball

HP	PP	ATK	DEF	AGILITY	EXP	COINS
520	43	317	127	292	439	289

Refresh Ball

HP	PP	ATK	DEF	AGILITY	EXP	COINS
360	43	317	124	136	448	278

Guardian Ball

HP	PP	ATK	DEF	AGILITY	EXP	COINS
360	43	317	124	136	448	278

Anger Ball

HP	PP	ATK	DEF	AGILITY	EXP	COINS
460	43	357	125	173	387	30

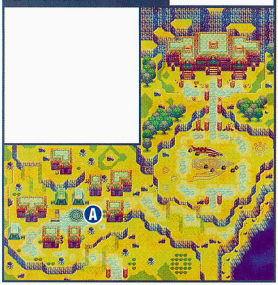
Anemos Sanctum

To enter Anemos Sanctum, you'll have to find all the Djinn in Golden Sun: The Lost Age AND transfer data from a Golden Sun game in which you found every Djinn. There are two summons in the sanctum, and one of the toughest bosses in recent video game history guards the final one.

Objectives

1. Get the Charon summon.
2. Get the Iris summon.

Contigo — Village



Sanctum Enemies

Bombander

HP	PP	ATK	DEF	AGILITY	EXP	COINS
548	110	541	224	141	624	325

Grave Wight

HP	PP	ATK	DEF	AGILITY	EXP	COINS
460	20	530	213	151	551	379

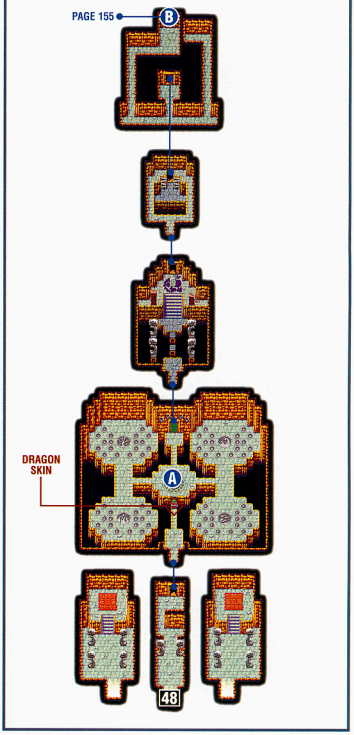
Mad Demon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
745	96	567	234	213	671	363

Sky Dragon

HP	PP	ATK	DEF	AGILITY	EXP	COINS
657	111	562	232	191	686	358

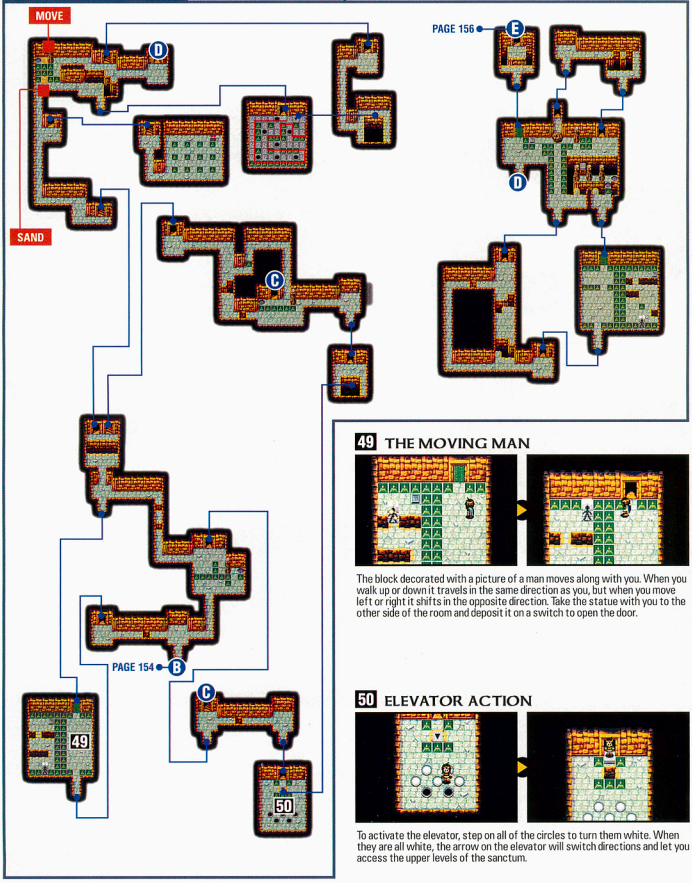
Anemos Sanctum — Interior



48 A Secret Door and More

Use Reveal at the sanctum's main entrance to secure some Dragon Skin. When you're ready, go back to the teleport circle in the center of town and teleport to the inner sanctum. Step on the four symbols to show that you have all 72 Djinn, then enter the area.

ANEMOS SANCTUM | INTERIOR



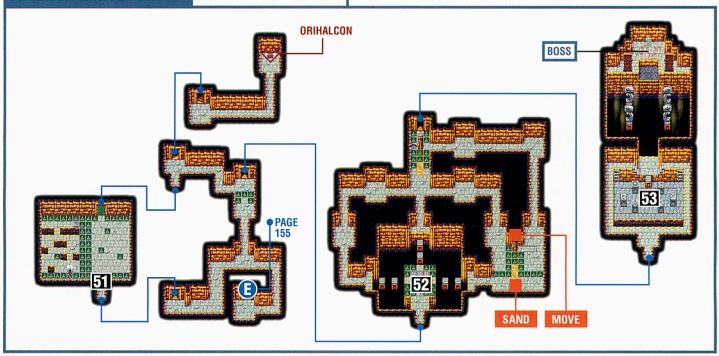
49 THE MOVING MAN

The block decorated with a picture of a man moves along with you. When you walk up or down it travels in the same direction as you, but when you move left or right it shifts in the opposite direction. Take the statue with you to the other side of the room and deposit it on a switch to open the door.

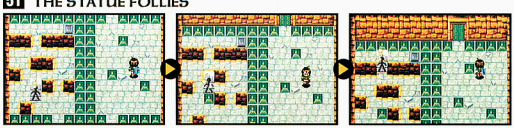
50 ELEVATOR ACTION

To activate the elevator, step on all of the circles to turn them white. When they are all white, the arrow on the elevator will switch directions and let you access the upper levels of the sanctum.

Anemos Sanctum — Interior



51 The Statue Follies



The room marked 51 also requires you to have a statue follow your movements. To make it land on the switch, use the following instructions (assuming each unit of movement is the length of one square on the floor). Walk up two, right one, up two, right one, up four, down one, left one, down three, left three, up two, right three, all the way to the top of the room, then all the way left.

52 Round and Round

Jump across the left-hand platforms, then run around to the right side of the room and cast Move on the pillar. Jump across the middle platforms to get back to the beginning of the room, then jump across the right-hand platforms and use Sand to reach the northern door.

53 Into the Web

Move the blocks so they form the shape of a spider, then jump on top of them and cast Hover. You're about to enter a battle that's so hard your head may explode, so save your game! (Don't say we didn't warn you.)

Final Sanctum — Boss

Dullahan

Dullahan can place all of your Djinn in recovery mode, summon Charon and vanquish a party member with one hit—and he attacks three times per turn. If your party isn't around level 50 you won't stand a chance. Though there are multiple ways to fight, we used the following classes: Felix, Ronin; Isaac, Slayer; Piers, Admiral; Garet, Enchanter; Mia, Savant; Jenna, Justice; Sheba, Pure Mage; and Ivan, Necromage. That arrangement lets Mia heal the party with Pure Wish and Jenna heal the party with Cool Aura and gives Ivan, Sheba and Isaac the Revive Psynergy. Go into battle with as many Djinn on Standby as possible, then summon all your creatures during the first turn. Keep Ivan and Sheba in the back (bringing them forward only to revive) and use Garet's Resist whenever you can. The Eclipse summon is your best offensive weapon—use it as often as possible.

HP	PP	ATK	DEF	AGILITY	EXP	COINS
10,000+	200+	676	269	241	15,600	6,775

Appendix

Weapons

E= Earth Power
F= Fire Power
Wi= Wind Power
W= Water Power

Dropped by enemies | Found in chests | Found in shops | Found during special events | Blacksmith item | Golden Sun transfer data

Axes

Gaia's Axe
Unleashes Mother Earth

Buy	Sell	Details
16,400	12,300	ATK +163

Viking Axe
Unleashes Stun Bolt

Buy	Sell	Details
11,000	8,250	ATK +137

Apollo's Axe
Unleashes Flare Burst

Buy	Sell	Details
11,900	8,925	ATK +142

Giant Axe
Unleashes Melt Down

Buy	Sell	Details
14,000	10,500	ATK +114

Vulcan Axe
Unleashes Barrage

Buy	Sell	Details
4,600	3,450	ATK +176

Battle Axe
Standard weapon

Buy	Sell	Details
280	210	ATK +24

Great Axe
Standard weapon

Buy	Sell	Details
5,200	3,900	ATK +80

Broad Axe
Standard weapon

Buy	Sell	Details
1,400	1,050	ATK +50

Mighty Axe
Pg. 109
Unleashes Heat Shatter

Buy	Sell	Details
11,900	8,925	ATK+142

Burning Axe
Unleashes Broil

Buy	Sell	Details
7,500	5,625	ATK +84

Rusty Axe
Needs to be reforged

Buy	Sell	Details
340	225	ATK +10

Captain's Axe
Use to boost Defense

Buy	Sell	Details
6,800	5,100	ATK +95

Rusty Axe
Needs to be reforged

Buy	Sell	Details
550	412	ATK +14

Demon Axe
Cursed; unleashes Poison Cloud

Buy	Sell	Details
16,000	12,000	ATK +132

Stellar Axe
Unleashes Supernova

Buy	Sell	Details
19,700	14,775	ATK +171

Disk Axe
Pg. 66
Unleashes Power Drive

Buy	Sell	Details
4,700	3,525	ATK +76

Tartarus Axe
Unleashes Vein Tap

Buy	Sell	Details
10,800	8,100	ATK +127

Dragon Axe
Unleashes Heat Mirage

Buy	Sell	Details
10,300	7,725	ATK +100

Themis' Axe
Pg. 36
Unleashes Stone Justice

Buy	Sell	Details
1,900	1,425	ATK +30

Light Blades

Assassin Blade
Unleashes Mortal Danger

Buy	Sell	Details
7,800	5,850	ATK +90

Bandit's Sword
Unleashes Rapid Smash

Buy	Sell	Details
700	525	ATK +12

Battle Rapier
Standard weapon

Buy	Sell	Details
2,900	2,175	ATK +58

Burning Sword
Unleashes Blaze Rush

Buy	Sell	Details
14,600	10,950	ATK +157

Corsair's Edge
Unleashes Lunar Slash

Buy	Sell	Details
6,300	4,725	ATK +90

Elven Rapier
Unleashes Vorpal Slash

Buy	Sell	Details
2,200	1,650	ATK +44

Hunter's Sword

Standard weapon

BUY	SELL	DETAILS
520	390	ATK +28

Hypnos' Sword

Pg. 44

Unleashes Moon Air

BUY	SELL	DETAILS
2,900	2,175	ATK +49

Kikuichimonji

Unleashes Aura

BUY	SELL	DETAILS
13,400	10,050	ATK +128

Masamune

Pg. 81

Unleashes Rising Dragon

BUY	SELL	DETAILS
16,400	12,300	ATK +161

Master Rapier

Standard weapon

BUY	SELL	DETAILS
6,800	5,100	ATK +86

Mist Sabre

Pg. 87

Unleashes Searing Fog

BUY	SELL	DETAILS
8,600	6,450	ATK +110

Mystery Blade

Unleashes Life Nourish

BUY	SELL	DETAILS
6,400	4,800	ATK +84

Ninja Blade

Unleashes Cyclone Smash

BUY	SELL	DETAILS
8,800	6,600	ATK +94

Phaeton's Blade

Pg. 127

Unleashes Light Surge

BUY	SELL	DETAILS
13,600	10,200	ATK +151

Pirate's Sabre

Unleashes Scorpionfish

BUY	SELL	DETAILS
10,600	7,950	ATK +136

Pirate's Sword

Pg. 42

Unleashes Dreamtide

BUY	SELL	DETAILS
2,000	1,500	ATK +34

Rusty Sword

Needs to be reforged

BUY	SELL	DETAILS
320	240	ATK +9

Rusty Sword

Needs to be reforged

BUY	SELL	DETAILS
520	390	ATK +13

Short Sword

Standard weapon

BUY	SELL	DETAILS
120	90	ATK +8

Swift Sword

Unleashes Sonic Smash

BUY	SELL	DETAILS
9,400	7,050	ATK +104, WI +10

Sylph Rapier

Unleashes Mad Zephyr

BUY	SELL	DETAILS
10,100	7,575	ATK +124

Tisiphone Edge

Unleashes Vengeance

BUY	SELL	DETAILS
23,000	17,250	ATK +178

Long Swords

Arctic Blade

Unleashes Blizzard

BUY	SELL	DETAILS
2,600	1,950	ATK +55

Broad Sword

Standard weapon

BUY	SELL	DETAILS
1,000	750	ATK +40

Claymore

Standard weapon

BUY	SELL	DETAILS
4,000	3,000	ATK +70

Cloud Brand

Pg. 97

Unleashes Raiden's Wrath

BUY	SELL	DETAILS
11,800	8,850	ATK +130

Darksword

Cursed: Unleashes Acheron's Grief

BUY	SELL	DETAILS
24,200	18,150	ATK +210

Excalibur

Unleashes Legend

BUY	SELL	DETAILS
39,200	21,900	ATK +180

Fire Brand

Pg. 153

Unleashes Purgatory

BUY	SELL	DETAILS
23,400	17,550	ATK +176

Gaia Blade

Unleashes Titan Blade

BUY	SELL	DETAILS
17,000	12,750	ATK +135, E +20, ER +20

Great Sword

Standard weapon

BUY	SELL	DETAILS
7,000	5,250	ATK +90

Hestia Blade

Pg. 109

Unleashes Crucible Fire

BUY	SELL	DETAILS
12,900	9,675	ATK +145

Huge Sword

Unleashes Heavy Divide

BUY	SELL	DETAILS
14,000	10,500	ATK +155

Levatine

Unleashes Radiant Fire

BUY	SELL	DETAILS
19,700	14,775	ATK +173

Maces

Lightning Sword
Pg. 90

Unleashes Flash Edge

BUY	SELL	DETAILS
11,400	8,550	ATK +135

Long Sword

Standard weapon

BUY	SELL	DETAILS
200	150	ATK +14

Muramasa

Cursed; unleashes Demonfire

BUY	SELL	DETAILS
13,600	10,200	ATK +126

Mythril Blade

Unleashes Lethe Albion

BUY	SELL	DETAILS
14,600	10,950	ATK +160

Robber's Blade

Unleashes Shred

BUY	SELL	DETAILS
7,600	5,700	ATK +101

Rune Blade

Unleashes Void Beam

BUY	SELL	DETAILS
15,000	11,250	ATK +162

Rusty Sword

Needs to be reforged

BUY	SELL	DETAILS
370	277	ATK +10

Rusty Sword

Needs to be reforged

BUY	SELL	DETAILS
580	435	ATK +14

Shamshir

Unleashes Acid Bath

BUY	SELL	DETAILS
10,000	7,500	ATK +99

Silver Blade

Unleashes Aqua Sock

BUY	SELL	DETAILS
12,000	9,000	ATK +108

Sol Blade
Pg. 145

Unleashes Megiddo

BUY	SELL	DETAILS
31,200	23,400	ATK +200

Soul Brand

Unleashes Soul Shatter

BUY	SELL	DETAILS
11,600	8,700	ATK +141

Storm Brand
Pg. 45

Unleashes Hurricane

BUY	SELL	DETAILS
3,900	2,925	ATK +60

Battle Mace

Standard weapon

BUY	SELL	DETAILS
2,600	1,950	ATK +56

Blessed Mace

Replenishes 200 HP

BUY	SELL	DETAILS
14,500	10,875	ATK +126, heals 200 HP

Blow Mace
Pg. 56

Unleashes Boost Hack

BUY	SELL	DETAILS
2,800	2,100	ATK +45

Comet Mace

Unleashes Ice Crush

BUY	SELL	DETAILS
8,000	6,000	ATK +105

Demon Mace

Unleashes Evil Eye

BUY	SELL	DETAILS
9,200	6,900	ATK +115

Grievous Mace

Unleashes Terra Strike

BUY	SELL	DETAILS
7,000	5,250	ATK +88

Hagbone Mace

Unleashes Wyrd Curse

BUY	SELL	DETAILS
8,400	6,300	ATK +108

Heavy Mace

Standard weapon

BUY	SELL	DETAILS
500	375	ATK +26

Mace

Standard weapon

BUY	SELL	DETAILS
80	80	ATK +6

Righteous Mace

Unleashes Blinding Smog

BUY	SELL	DETAILS
8,400	6,300	ATK +112, HP Recovery +3

Rising Mace

Unleashes High Vitals

BUY	SELL	DETAILS
13,900	10,425	ATK +152

Rusty Mace

Needs to be reforged

BUY	SELL	DETAILS
425	315	ATK +11

Rusty Mace

Needs to be reforged

BUY	SELL	DETAILS
460	345	ATK +12

Thanatos Mace
Pg. 104

Unleashes Heartbreak

BUY	SELL	DETAILS
10,400	7,800	ATK +125

Tungsten Mace

Unleashes Hammersphere

BUY	SELL	DETAILS
14,700	11,025	ATK +159

War Mace

Standard weapon

BUY	SELL	DETAILS
6,200	4,650	ATK +84

Staffs

Wicked Mace
Cursed; unleashes Poison Death

BUY	SELL	DETAILS
13,800	10,350	ATK +130

Fireman's Pole
Pg. 109

Use to resist elements

BUY	SELL	DETAILS
8,200	6,150	ATK +130

Rusty Staff
Needs to be reforged

BUY	SELL	DETAILS
500	375	ATK +12

Frost Wand
Unleashes Frost Bite

BUY	SELL	DETAILS
5,400	4,050	ATK +76

Rusty Staff
Needs to be reforged

BUY	SELL	DETAILS
530	397	ATK +13

Angelic Ankh
Unleashes Life Leech

BUY	SELL	DETAILS
6,400	4,800	ATK +83

Glower Staff
Unleashes Flash Force

BUY	SELL	DETAILS
10,100	7,575	ATK +126

Salamander Rod
Unleashes Fire Dance

BUY	SELL	DETAILS
14,300	10,725	ATK +156

Atropos' Rod
Unleashes Life Shear

BUY	SELL	DETAILS
18,900	14,175	ATK +169

Goblin's Rod
Unleashes Sargasso

BUY	SELL	DETAILS
9,800	7,350	ATK +134

Shaman Rod
Start

Standard weapon

BUY	SELL	DETAILS
—	—	ATK +10

Blessed Ankh
Unleashes Psyphon Seal

BUY	SELL	DETAILS
1,600	1,200	ATK +46

Lachesis' Rule
Unleashes Apocalypse

BUY	SELL	DETAILS
21,700	16,275	ATK +177

Staff of Anubis
Unleashes Sarcophagus

BUY	SELL	DETAILS
5,500	4,125	ATK +83

Clotho's Distaff
Use to restore 1,000 HP

BUY	SELL	DETAILS
17,200	12,900	ATK +168

Magic Rod
Unleashes Murk

BUY	SELL	DETAILS
380	285	ATK +16

Witch's Wand
Unleashes Stun Voltage

BUY	SELL	DETAILS
860	645	ATK +32

Cloud Wand
Unleashes Stun Cloud

BUY	SELL	DETAILS
7,000	5,250	ATK +98

Meditation Rod
Pg. 124

Unleashes Nirvana

BUY	SELL	DETAILS
13,400	10,050	ATK +150

Wooden Stick
Standard weapon

BUY	SELL	DETAILS
40	30	ATK +4

Crystal Rod
Unleashes Drown

BUY	SELL	DETAILS
13,400	10,050	ATK +106

Nebula Wand
Unleashes Reverse Star

BUY	SELL	DETAILS
15,200	11,400	ATK +165

Zodiac Wand
Unleashes Shining Star

BUY	SELL	DETAILS
11,400	8,550	ATK +102

Demonic Staff
Unleashes Bad Omen

BUY	SELL	DETAILS
10,000	7,500	ATK +92

Psynergy Rod
Unleashes Psy Leech

BUY	SELL	DETAILS
3,800	2,850	ATK +64

Dracomace
Unleashes Aging Gas

BUY	SELL	DETAILS
10,700	8,025	ATK +128

Rusty Staff
Needs to be reforged

BUY	SELL	DETAILS
480	360	ATK +11

Bone Armlet
Pg. 68

Use to Haunt a foe

BUY	3,000	SELL	2,250
DETAILS	DEF +30		

Clear Bracelet

Raises water power

BUY	3,500	SELL	2,625
DETAILS	DEF +32, W +25		

Guardian Armlet

Use to boost Defense

BUY	2,600	SELL	1,950
DETAILS	DEF +27		

Heavy Armlet

Standard armor

BUY	2,000	SELL	1,500
DETAILS	DEF +25		

Jester's Armlet
Pg. 153

Raises PP

BUY	5,100	SELL	3,835
DETAILS	DEF +39, Max PP +30		

Leather Armlet

Standard armor

BUY	180	SELL	135
DETAILS	DEF +7		

Leda's Bracelet
Pg. 109

Raises wind power

BUY	5,800	SELL	4,350
DETAILS	DEF +38, WI +30		

Mythril Armlet

Raises Evade

BUY	9,700	SELL	7,275
DETAILS	DEF +46, Evade +10		

Silver Armlet

Standard armor

BUY	4,000	SELL	3,000
DETAILS	DEF +30		

Spirit Armlet

Use to cure ailments

BUY	9,000	SELL	6,750
DETAILS	DEF +38, E +10, W +10		

Virtuous Armlet

Use to restore 100 HP

BUY	7,000	SELL	5,250
DETAILS	DEF +35, W +10, F +30, Restores 100 HP		

Circlets

Astral Circlet

Raises PP

BUY	4,600	SELL	3,450
DETAILS	DEF +32, Max PP +15		

Berserker Band

Raises Attack

BUY	13,700	SELL	10,275
DETAILS	DEF +46, ATK +15		

Brilliant Circlet
Pg. 109

Raises Luck

BUY	6,100	SELL	4,575
DETAILS	DEF +36, Luck +10		

Circlet

Standard armor

BUY	120	SELL	90
DETAILS	DEF +6		

Clarity Circlet
Pg. 49

Raises wind power

BUY	1,500	SELL	1,125
DETAILS	DEF +15, W +15		

Demon Circlet

Raises Evade

BUY	15,800	SELL	11,850
DETAILS	DEF +50, Evade +15%		

Glittering Tiara

Prevents delusions

BUY	3,600	SELL	2,700
DETAILS	DEF +27, Shows delusions to opponents		

Guardian Circlet

Standard armor

BUY	3,400	SELL	2,550
DETAILS	DEF +25		

Mythril Circlet

Replenishes PP

BUY	7,000	SELL	5,250
DETAILS	DEF +34		

Platinum Circlet

Standard armor

BUY	4,200	SELL	3,150
DETAILS	DEF +29		

Psychic Circlet

Restores PP

BUY	8,800	SELL	6,600
DETAILS	DEF +39		

Pure Circlet

Raises water power

BUY	3,700	SELL	2,775
DETAILS	DEF +29, W +20		

Silver Circlet

Standard armor

BUY	1,300	SELL	975
DETAILS	DEF +16		

Clothing

Adept's Clothes

Boost HP

BUY	850	SELL	637
DETAILS	DEF +18, Max PP +8		

Cotton Shirt

Standard armor

BUY	20	SELL	15
DETAILS	DEF +3		

Elven Shirt

Boosts Agility

BUY	1,700	SELL	1,275
DETAILS	DEF +22, Agility +50%		

Erinyes Tunic
Pg. 123

Raises Attack and Evade

BUY	10,400	SELL	7,800
DETAILS	ATK +5, DEF +45, Evade +10%		

Faery Vest

Use to restore 200 HP

BUY	6,900	SELL	5,175
DETAILS	DEF +38		

Festival Coat
Pg. 93

Raises Luck

BUY	2,800	SELL	2,100
DETAILS	DEF +28, Luck +10		

Floral Dress
Pg. 109

Use to put enemies to sleep

BUY	6,600	SELL	4,950
DETAILS	DEF +38		

Full Metal Vest
Pg. 35

Standard armor

BUY	1,100	SELL	825
DETAILS	DEF +21		

Fur Coat

Resists Water

BUY	400	SELL	300
DETAILS	DEF +16, WR +20		

Armor

E= Earth Power
F= Fire Power
Wi= Wind Power
W= Water Power
ER= Earth Resist
FR= Fire Resist
WIR= Wind Resist
WR= Water Resist

Dropped by enemies | Found in chests | Found in shops | Found during special events | Blacksmith item | Golden Sun transfer data

Armor

Armored Shell
Standard armor

Buy	3,600	Sell	2,700
Details	DEF +30		

Asura's Armor
Boosts Attack, restores HP

Buy	15,000	Sell	11,250
Details	DEF +42, ATK +5		

Chain Mail
Standard armor

Buy	2,00	Sell	1,500
Details	DEF +25		

Chronos Mail
Raises HP

Buy	13,100	Sell	9,825
Details	DEF +47, HP +20		

Demon Mail
Cursed; weak against wind

Buy	17,000	Sell	12,750
Details	DEF +50, WIR -10		

Dragon Mail
Resists water & fire

Buy	9,700	Sell	7,275
Details	DEF +44, WR +15, FR +15		

Erebus Armor
Pg. 109
Restores HP

Buy	9,000	Sell	6,750
Details	DEF +43, HP +6		

Ixion Mail
Pg. 59
Resists wind & water

Buy	1,300	Sell	975
Details	DEF +26, WIR +20, WR +20		

Leather Armor
Standard armor

Buy	240	Sell	180
Details	DEF +12		

Phantasmal Mail
Pg. 98
Use for some magical luck

Buy	5,800	Sell	4,350
Details	DEF +38, Luck +7		

Planet Armor
Raises elemental power

Buy	4,800	Sell	3,600
Details	DEF +36, WI +10		

Plate Mail
Standard armor

Buy	4,400	Sell	3,300
Details	DEF +33		

Psynergy Armor
Boosts PP

Buy	1,000	Sell	750
Details	DEF +21, Max PP +20		

Spiked Armor
Boosts Attack

Buy	14,000	Sell	10,500
Details	DEF +34, ATK +10, Critical +6%		

Spirit Armor
Resists all elements

Buy	4,000	Sell	3,000
Details	DEF +32, ER +15, FR +15, WIR +15, WR +15		

Stealth Armor
Cursed; Weak against earth

Buy	14,000	Sell	10,500
Details	DEF +48, ER -10		

Steel Armor
Standard armor

Buy	4,900	Sell	3,675
Details	DEF +36		

Valkyrie Mail
Pg. 145
Raises Evade

Buy	25,500	Sell	19,125
Details	DEF +53, Evade +20%		

Xylion Armor
Raises Attack

Buy	22,500	Sell	16,875
Details	ATK +12, DEF +50		

Boots

Dragon Boots
Raise Defense

Buy	4,200	Sell	3,150
Details	DEF +13, ER +10, FR +10, WR +10		

Fur Boots
Pg. 121
Boost Defense and resist water

Buy	1,200	Sell	900
Details	DEF +2, WR +15		

Golden Boots
Pg. 72
Raise Defense & Speed

Buy	4,400	Sell	3,300
Details	DEF +15, Agility +30		

Hyper Boots
Pg. 121
Raise Defense & criticals

Buy	2,400	Sell	1,800
Details	DEF +4, Critical +12%		

Leather Boots
Raise Defense

Buy	270	Sell	202
Details	DEF +6		

Quick Boots
Pg. 121
Boost Defense & Agility

Buy	2,100	Sell	1,575
Details	DEF +3, Agility +20		

Safety Boots
Raise Defense, lower Speed

Buy	700	Sell	525
Details	DEF +12, Agility -30%		

Turtle Boots
Pg. 151
Boost Defense, lower Agility

Buy	600	Sell	450
Details	DEF +3, Agility -50%		

Bracelets

Armlet
Standard armor

Buy	180	Sell	135
Details	DEF +7		

Kimono

Boosts Agility, resists Fire

BUY	2,800	SELL	2,100
DETAILS	DEF +25, Agility +10, FR +10		

Mythril Clothes

Raises Evade

BUY	14,900	SELL	11,175
DETAILS	DEF +49, Evade +15%		

Ninja Garb

Boost Agility, resists wind

BUY	6,900	SELL	5,175
DETAILS	DEF +36, Agility +30, WIR +10		

One-Piece Dress

Standard armor

BUY	25	SELL	18
DETAILS	DEF +4		

Oracle's Robe

Boosts HP recovery

BUY	13,500	SELL	10,125
DETAILS	DEF +43, HP Recovery +40		

Silk Robe

Standard armor

BUY	1,400	SELL	1,050
DETAILS	DEF +20		

Silver Vest

Standard armor

BUY	3,200	SELL	2,400
DETAILS	DEF +28		

Storm Gear

Resists water, fire and wind

BUY	9,800	SELL	7,350
DETAILS	DEF +42, WR +30, WIR +30, FR +30		

Travel Robe

Standard armor

BUY	200	SELL	150
DETAILS	DEF +10		

Travel Vest

Standard armor

BUY	50	SELL	37
DETAILS	DEF +7		

Triton's Ward

Raises water power & Resist

BUY	16,200	SELL	12,150
DETAILS	DEF +47, W +30, WR +70		

Water Jacket

Clothing; resists water & fire

BUY	3,000	SELL	2,250
DETAILS	DEF +30, WR +30, FR +20		

Wild Coat

Pg. 109

Raises Speed

BUY	4,000	SELL	3,000
DETAILS	DEF +37, Agility +40		

Crowns

Crown of Glory

Pg. 109

Restores PP over time

BUY	7,400	SELL	5,550
DETAILS	DEF +40		

Jeweled Crown

Boosts Luck

BUY	4,000	SELL	3,000
DETAILS	DEF +35, Luck +5		

Lucky Cap

Boosts criticals, restores PP

BUY	5,200	SELL	3,900
DETAILS	DEF +33, Critical +8%		

Thorn Crown

Pg. 65

Raises Attack

BUY	3,300	SELL	2,475
DETAILS	DEF +28, ATK +8		

Thunder Crown

Cursed; replenishes PP

BUY	7,500	SELL	5,625
DETAILS	DEF +40		

Gloves

Aerial Gloves

Raise Speed & wind power

BUY	5,400	SELL	4,050
DETAILS	DEF +37, Agility +30, WI +20		

Aura Gloves

Resist elements

BUY	6,500	SELL	4,875
DETAILS	DEF +36		

Battle Gloves

Boost Attack

BUY	2,100	SELL	1,575
DETAILS	DEF +26, ATK +8		

Big Bang Gloves

Raise fire power

BUY	10,200	SELL	7,650
DETAILS	DEF +47, F +40		

Crafted Gloves

Pg. 109

Raise Attack

BUY	4,600	SELL	3,450
DETAILS	DEF +35, ATK +5		

Gauntlets

Standard armor

BUY	1,600	SELL	1,200
DETAILS	DEF +23		

Leather Gloves

Standard armor

BUY	220	SELL	165
DETAILS	DEF +10		

Padded Gloves

Standard armor

BUY	10	SELL	7
DETAILS	DEF +2		

Riot Gloves

Raise Attack & Evade

BUY	10,400	SELL	7,800
DETAILS	DEF +45, ATK +15, Evade +20%		

Spirit Gloves

Boost Elemental Power

BUY	5,200	SELL	3,900
DETAILS	DEF +34, Elemental Power +5		

Spirit Gloves

Pg. 115

Raise PP

BUY	7,200	SELL	5,400
DETAILS	DEF +40, Max PP +20		

Titan Gloves

Raise HP

BUY	120	SELL	90
DETAILS	ATK +8		

Vambrace

Boost Attack

BUY	1,800	SELL	1,350
DETAILS	DEF +27, ATK +5		

War Gloves

Boost Attack

BUY	4,000	SELL	3,000
DETAILS	DEF +32, ATK +10		

Hats

Alastor's Hood

Pg. 147

Use to Haunt a foe

BUY	11,800	SELL	8,850
DETAILS	DEF +47, use to Haunt a foe		

Floating Hat
Raises Luck, resists wind

BUY	5,700	SELL	4,275
DETAILS	DEF +34, WIR +20, Luck +20%		

Leather Cap
Standard armor

BUY	30	SELL	22
DETAILS	DEF +3		

Lure Cap
Increases random battles

BUY	3,000	SELL	2,250
DETAILS	DEF +20		

Mail Cap
Standard armor

BUY	2,000	SELL	1,500
DETAILS	DEF +23		

Ninja Hood
Boosts Agility

BUY	2,800	SELL	2,100
DETAILS	DEF +28, Agility +20		

Nurse's Cap
Pg. 39
Use to release healing power

BUY	1,200	SELL	900
DETAILS	DEF +18		

Prophet's Hat
Predicts being downed

BUY	4,600	SELL	3,450
DETAILS	DEF +30, predicts being downed		

Wooden Cap
Standard armor

BUY	400	SELL	300
DETAILS	DEF +10		

Helms

Adept's Helm
Boosts PP

BUY	3,700	SELL	2,775
DETAILS	DEF +29, PP +20%		

Bronze Helm
Standard armor

BUY	600	SELL	450
DETAILS	DEF +14		

Dragon Helm
Resists water & fire

BUY	8,900	SELL	6,675
DETAILS	DEF +42, WR +20, FR +20		

Fear Helm
Cursed; raises Attack

BUY	12,800	SELL	9,600
DETAILS	DEF +48, ATK +10		

Gloria Helm
Restores HP

BUY	13,800	SELL	10,350
DETAILS	DEF +49		

Iron Helm
Standard armor

BUY	1,600	SELL	1,200
DETAILS	DEF +20		

Knight's Helm
Standard armor

BUY	4,600	SELL	3,450
DETAILS	DEF +33		

Millenium Helm
Raises HP

BUY	11,400	SELL	8,550
DETAILS	DEF +45, HP +20		

Minerva Helm
Pg. 109
Standard armor

BUY	8,700	SELL	6,525
DETAILS	DEF +43, Max PP +20		

Mythril Helm
Raises Evade

BUY	11,400	SELL	8,550
DETAILS	DEF +44, Evade +12%		

Open Helm
Standard armor

BUY	180	SELL	135
DETAILS	DEF +9		

Silver Helm
Standard armor

BUY	3,900	SELL	2,925
DETAILS	DEF +30		

Steel Helm
Standard armor

BUY	3,100	SELL	2,325
DETAILS	DEF +27		

Viking Helm
Pg. 102
Resists water

BUY	4,000	SELL	3,000
DETAILS	DEF +30, WR +30		

Warrior's Helm
Boosts earth power & criticals

BUY	10,000	SELL	7,500
DETAILS	DEF +35, E +10, Critical +10%		

Masks

Hiotoko Mask
Use to release Fire Breath

BUY	6,600	SELL	4,950
DETAILS	DEF +33		

Otafuku Mask
Use to release Water Breath

BUY	3,900	SELL	2,925
DETAILS	DEF +31		

Rings

Adept Ring
Pg. 121
Use to restore 7 PP

BUY	3,100	SELL	2,325
DETAILS	Use to restore 7 PP		

Cleric's Ring
Removes a curse's effects

BUY	6,400	SELL	4,800
DETAILS	Removes a curse's effects		

Fairy Ring
Acts like an elixir in battle

BUY	2,900	SELL	2,175
DETAILS	Acts like an Elixir in battle		

Golden Ring
Pg. 102
Raises elemental resistance

BUY	4,000	SELL	3,000
DETAILS	Raises elemental resistance		

Guardian Ring
Pg. 53
Increases HP

BUY	1,700	SELL	1,275
DETAILS	DEF +20		

Healing Ring
Use to restore 70 HP

BUY	800	SELL	600
DETAILS	Use to restore 70 HP		

Sleep Ring
Pg. 121
Use to lull enemies to sleep

BUY	1,400	SELL	1,050
DETAILS	Use to lull enemies to sleep		

Spirit Ring
Restores 160 HP to all allies

BUY	3,600	SELL	2,700
DETAILS	Restores 160 HP to all allies		

Stardust Ring

Use to seal enemy's Psynergy

BUY	2,500	SELL	1,875
DETAILS	Use to seal enemy's Psynergy		

Unicorn Ring

Pg. 65

Use to remove poison

BUY	1,100	SELL	825
DETAILS	Use to remove poison		

War Ring

Pg. 121

Use to boost Attack

BUY	2,600	SELL	1,950
DETAILS	Use to boost Attack		

Robes

Aeolian Cassock

Raises wind power & wind resistance

BUY	11,400	SELL	8,550
DETAILS	DEF +46, WI +15, WIR +50		

Ardagh Robe

Raises fire power & fire resistance

BUY	9,900	SELL	7,425
DETAILS	DEF +44, F +20, FR +40		

Blessed Robe

Replenishes HP

BUY	7,000	SELL	5,250
DETAILS	DEF +36, HP Recovery +5		

China Dress

Drops enemy's Attack

BUY	1,600	SELL	1,200
DETAILS	DEF +19, drops enemy's Attacks		

Cocktail Dress

Boost PP

BUY	4,000	SELL	3,000
DETAILS	DEF +29, PP +15		

Dragon Robe

Resists fire & water

BUY	8,900	SELL	6,675
DETAILS	DEF +42, FR +18, WR +18		

Feathered Robe

Resists wind

BUY	14,000	SELL	10,500
DETAILS	DEF +45, WI +20, WIR +30, Agility +30		

Iris Robe

Pg. 153

Raises Luck, Restores PP

BUY	16,600	SELL	12,450
DETAILS	DEF +47, Luck +15, FR +30, PP Recovery +12		

Jerkin

Standard armor

BUY	2,400	SELL	1,800
DETAILS	DEF +26		

Magical Cassock

Replenishes PP

BUY	9,000	SELL	6,750
DETAILS	DEF +39, PP Recovery +2		

Muni Robe

Pg. 105

Restores HP

BUY	6,300	SELL	4,725
DETAILS	DEF +39, HP Recovery +10		

Mysterious Robe

Replenishes HP and PP

BUY	36,500	SELL	27,375
DETAILS	DEF +48, HP Recovery +20, PP Recovery +10		

Shields

Aegis Shield

Pg. 109

Raises Evade

BUY	6,700	SELL	5,025
DETAILS	DEF +41, Critical +10%		

Bronze Shield

Standard armor

BUY	500	SELL	375
DETAILS	DEF +14		

Cosmos Shield

Resists all elements

BUY	12,200	SELL	9,150
DETAILS	DEF +49; ER, FR, WR and WIR all +20		

Dragon Shield

Resists fire

BUY	2,400	SELL	1,800
DETAILS	DEF +26, FR +30		

Dragon Shield

Resists water & fire

BUY	7,400	SELL	5,550
DETAILS	DEF +42, WR +15, FR +15		

Earth Shield

Use to restore 150 HP

BUY	4,100	SELL	3,075
DETAILS	DEF +31, ER +20		

Flame Shield

Resists fire

BUY	8,600	SELL	6,450
DETAILS	DEF +44, FR +60		

Fujin Shield

Pg. 46

Resists wind

BUY	1,400	SELL	1,050
DETAILS	DEF +23, WIR +50		

Iron Shield

Standard armor

BUY	1,200	SELL	900
DETAILS	DEF +20		

Knight's Shield

Standard armor

BUY	3,000	SELL	2,250
DETAILS	DEF +28		

Luna Shield

Resists earth

BUY	3,900	SELL	2,925
DETAILS	DEF +33, ER +30		

Mirrored Shield

Deludes enemies

BUY	5,200	SELL	3,900
DETAILS	DEF +39		

Terra Shield

Cursed; raises Attack

BUY	11,200	SELL	8,400
DETAILS	DEF +48, ATK +5		

Wooden Shield

Standard armor

BUY	40	SELL	30
DETAILS	DEF +6		

Shirts

Golden Shirt

Pg. 114

Raises HP & Defense

BUY	2,400	SELL	1,800
DETAILS	DEF +12, HP +10		

Mythril Shirt

Pg. 121

Boosts Defense & HP

BUY	2,900	SELL	2,175
DETAILS	DEF +10, HP +5		

Running Shirt

Pg. 121

Boosts Agility

BUY	400	SELL	300
DETAILS	DEF +1, Agility +15		

Silk Shirt

Pg. 121

Boosts Defense & Luck

BUY	1,800	SELL	1,350
DETAILS	DEF +6, Luck +1		

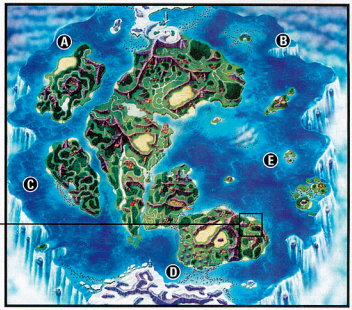
Blacksmith Information

Vallam — Village

Dragon Skin	Dark Matter	Golem Core
Dragon Boots	Darksword	Chronos Mail
Dragon Helm	Demon Circlet	Gaia's Axe
Dragon Mail	Fear Helm	Huge Sword
Dragon Robe	Stealth Armor	Titan Gloves
Dragon Shield	Terra Shield	Tungsten Mace

Mythril Silver	Orihalcon	Salamander Tail
Levatine	Big Bang Gloves	Apollo's Axe
Mythril Armlet	Cosmos Shield	Ardagh Robe
Mythril Blade	Excalibur	Burning Sword
Mythril Clothes	Millenium Helm	Flame Shield
Mythril Helm	Nebula Wand	Salamander Rod
Psychic Circlet	Stellar Axe	
	Xylion Armor	

Stardust	Sylph Feather	Tear Stone
Astral Circlet	Aerial Gloves	Clear Bracelet
Comet Mace	Faery Vest	Cloud Wand
Luna Shield	Floating Hat	Pure Circlet
Planet Armor	Sylph Rapier	Spirit Ring
Stardust Ring		



Rusty Sword	Light Sword, found in Lemuria	
Corsair's Edge		Fee: 6,300
Rusty Sword	Long Sword, found in Aqua Rock	
Robber's Blade		Fee: 7,600
Rusty Sword	Light Sword, found in the Western Sea D	
Pirate's Sabre		Fee: 10,600
Rusty Sword	Long Sword, found in the Western Sea C	
Soul Brand		Fee: 11,600
Rusty Axe	Axe, found in the the Eastern Sea E	
Captain's Axe		Fee: 6,800
Rusty Axe	Axe, found on Treasure Isle	
Viking Axe		Fee: 11,000
Rusty Mace	Mace, found in Gaia Rock	
Demon Mace		Fee: 9,200
Rusty Mace	Mace, found in the Eastern Sea B	
Hagbone Mace		Fee: 8,400
Rusty Staff	Rod, found in Islet Cave	
Dracomace		Fee: 10,700
Rusty Staff	Rod, found in the Shrine of the Sea God	
Glower Staff		Fee: 10,100
Rusty Staff	Rod, found in the Western Sea A	
Goblin's Rod		Fee: 9,800

Items

Antidote
Cures Poison
BUY 20 | SELL 15

Apple
Boosts Attack
BUY 500 | SELL 375

Aquarius Stone
The stone that leads the chosen one
BUY — | SELL —

Black Orb
Powers Piers's ship
BUY — | SELL —

Blue Key
Key to the blue door in the Jupiter Lighthouse
BUY — | SELL —

Bone
A delicious doggy treat
BUY — | SELL —

Bramble Seed
Causes damage with thorns; used in battle
BUY 50 | SELL 37

Carry Stone
Bestows Carry Psynergy when equipped
BUY — | SELL —

Catch Beads
Bestows Catch Psynergy when equipped
BUY — | SELL —

Center Prong
The center piece of a trident
BUY — | SELL —

Cookie
Boosts maximum PP
BUY 500 | SELL 375

Corn
Replenishes 100 HP when used
BUY 12 | SELL 9

Crystal Powder
Causes damage with ice, used in battle
BUY 60 | SELL 45

Cyclone Chip
Bestows Cyclone Psynergy when equipped
BUY — | SELL —

Dancing Idol
A sacred idol of unknown power
BUY 400 | SELL 300

Dark Matter
Twisted black stuff (forgeable)
BUY 3,000 | SELL 2,250

Douse Drop
Bestows Douse Psynergy when equipped
BUY — | SELL —

Dragon Skin
Scaly dragon hide (forgeable)
BUY 1,200 | SELL 900

Elixir
Cures Delusion, Stun and Sleep
BUY 30 | SELL 22

Frost Jewel
Bestows Frost Psynergy when equipped
BUY — | SELL —

Game Ticket
Ticket for use in a special game
BUY 50 | SELL 37

Golem Core
An Earth Elemental's heart (forgeable)
BUY 1,500 | SELL 1,125

Grindstone
Bestows Grind Psynergy when equipped
BUY — | SELL —

Hard Nut
Boosts Defense
BUY 500 | SELL 375

Healing Fungus
A rare and delicious mushroom
BUY 300 | SELL 225

Herb
Replenishes 50 HP
BUY 10 | SELL 7

Hover Jade
Bestows Hover Psynergy when equipped
BUY — | SELL —

Jupiter Star
Wind star; requires Mythril Bag
BUY — | SELL —

Large Bread
Nourishing bread that fights hunger
BUY 8 | SELL 6

Lash Pebble
Bestows Lash Psynergy when equipped
BUY — | SELL —

Laughing Fungus
A rare and suspicious mushroom
BUY 700 | SELL 525

Left Prong
The left tine of a trident
BUY — | SELL —

Lifting Gem
Bestows Lift Psynergy when equipped
BUY — | SELL —

Li'l Turtle
A turtle who's far from home
BUY 500 | SELL 375

Lucky Medal
Medal for use in a special fountain
BUY 100 | SELL 75

Lucky Pepper
Boosts Luck
BUY 500 | SELL 375

Magma Ball
A glowing, red ball of volcanic rock

BUY	800	SELL	600

Mars Star
Fire star; requires Mythril Bag

BUY	—	SELL	—

Milk
Nutritious, delicious fresh milk

BUY	90	SELL	67

Mint
Boosts Agility

BUY	500	SELL	375

Mist Potion
Restores 300 HP to all

BUY	9,000	SELL	6,750

Mythril Bag
Holds the Jupiter and Mars Stars

BUY	—	SELL	—

Mythril Silver
Legendary dwarven metal (forgeable)

BUY	2,000	SELL	1,500

Nut
Replenishes 200 HP

BUY	200	SELL	150

Oil Drop
Causes damage with flames; used in battle

BUY	30	SELL	22

Orb of Force
Bestows Force Psynergy when equipped

BUY	—	SELL	—

Orihalcon
An ore of great power (forgeable)

BUY	4,000	SELL	3,000

Potion
Replenishes all HP

BUY	1,000	SELL	750

Pound Cube
Bestows Pound Psynergy when equipped

BUY	—	SELL	—

Power Bread
Boosts maximum HP

BUY	500	SELL	375

Pretty Stone
A shining stone

BUY	300	SELL	225

Psy Crystal
Replenishes all PP

BUY	1,500	SELL	1,125

Red Cloth
A fancy red scarf

BUY	120	SELL	90

Right Prong
The right tine of a trident

BUY	—	SELL	—

Ruin Key
A key found in the ruins under Madra

BUY	230	SELL	172

Sacred Feather
Reduces monster encounters

BUY	70	SELL	52

Salamander Tail
A fiery lizard's tail (forgeable)

BUY	1,400	SELL	1,050

Scoop Gem
Bestows Scoop Psynergy when equipped

BUY	—	SELL	—

Sea God's Tear
A jewel from the sea god's eye

BUY	300	SELL	225

Sleep Bomb
Lulls enemies to sleep; used in battle

BUY	60	SELL	45

Smoke Bomb
Obstructs enemies' sight; used in battle

BUY	30	SELL	22

Star Dust
Rare metal from space (forgeable)

BUY	400	SELL	300

Sylph Feather
Wind essence feather (forgeable)

BUY	700	SELL	525

Tear Stone
Water essence crystal (forgeable)

BUY	300	SELL	225

Teleport Lapis
Bestows Teleport Psynergy when equipped

BUY	—	SELL	—

Tremor Bit
Bestows Tremor Psynergy when equipped

BUY	128	SELL	15

Trident
A weapon with a unique purpose

BUY	—	SELL	—

Vial
Replenishes 500 HP

BUY	500	SELL	375

Water of Life
Revives downed characters

BUY	3,000	SELL	2,250

Weasel's Claw
Causes damage with claws; used in battle

BUY	40	SELL	30

Class-Changing Equipment

Mysterious Card
Card: equip to change your class

BUY	333	SELL	249

Tomegathericon
Book: equip to change your class

BUY	999	SELL	749

Trainer's Whip
Whip: equip to change your class

BUY	666	SELL	499

Cure Poison	Type	PP	#	Battle	Effect
	W	2		Y	Cleanse the body of poison

Cure Well	Type	PP	#	Battle	Effect
	C	7		Y	Restore 150 HP

Curse	Type	PP	#	Battle	Effect
	C	6		Y	Draw the Spirit of Death to a foe

Cutting Egde	Type	PP	#	Battle	Effect
	W	5		Y	Inflict damage with a shock wave

Cyclone	Type	PP	#	Battle	Effect
	–	2		N	Conjure wind to scatter weeds

Cycle Beam	Type	PP	#	Battle	Effect
	F	14		Y	Attack with a searing heat beam

Death Card	Type	PP	#	Battle	Effect
	C	8		Y	Call the Reaper to claim your foes

Death Leap	Type	PP	#	Battle	Effect
	W	22		Y	Beat a foe with a strange fan

Death Plunge	Type	PP	#	Battle	Effect
	W	14		Y	Plunge your weapon into a foe

Debilitate	Type	PP	#	Battle	Effect
	F	6		Y	Drop enemy party's Defense

Delude	Type	PP	#	Battle	Effect
	W	4		Y	Wrap multiple foes in delusion

Deluge	Type	PP	#	Battle	Effect
	W	20		Y	Attack with a deadly flood

Demon Night	Type	PP	#	Battle	Effect
	C	12		Y	Unleash a myriad of monsters

Demon Spear	Type	PP	#	Battle	Effect
	W	7		Y	Boost attack with a demonic blade

Destruct Ray	Type	PP	#	Battle	Effect
	W	21		Y	Attack with a magnetic storm

Diamond Berg	Type	PP	#	Battle	Effect
	W	17		Y	Freeze and crush a foe

Diamond Dust	Type	PP	#	Battle	Effect
	W	6		Y	Attack with crystalline ice

Dinox	Type	PP	#	Battle	Effect
	C	3		Y	Attack with sharpened fangs

Dire Inferno	Type	PP	#	Battle	Effect
	F	32		Y	Call forth the fires of the pit

Douse	Type	PP	#	Battle	Effect
	W	5		Y	Attack with a surge of water

Dragon Cloud	Type	PP	#	Battle	Effect
	F	6		Y	Strike an enemy with dragon cloud

Dragon Fume	Type	PP	#	Battle	Effect
	F	35		Y	Attack with a plume of flames

Drain	Type	PP	#	Battle	Effect
	W	3		Y	Drain enemy's HP into yourself

Drench	Type	PP	#	Battle	Effect
	W	10		Y	Attack with a torrent of water

Dull	Type	PP	#	Battle	Effect
	W	6		Y	Drop enemy Attack

Earthquake	Type	PP	#	Battle	Effect
	C	7		Y	Attack with a mighty tremor

Elder Wood	Type	PP	#	Battle	Effect
	W	14		Y	Tap the forests to restore 170 HP

Emu	Type	PP	#	Battle	Effect
	W	10		Y	Call a giant bird to claw a foe

Enfeeble	Type	PP	#	Battle	Effect
	W	6		Y	Drop enemy party's Resistance

Epicenter	Type	PP	#	Battle	Effect
	F	33		Y	Strike an enemy with dragon cloud

Eruption	Type	PP	#	Battle	Effect
	F	14		Y	Attack with volcanic might

Estre Wood	Type	PP	#	Battle	Effect
	W	14		Y	Restore 180 HP to all allies

Faery	Type	PP	#	Battle	Effect
	W	5		Y	Conjure faeries to restore 120 HP

Fiery Abyss	Type	PP	#	Battle	Effect
	F	18		Y	Call forth the fires of the pit

Fiery Blast	Type	PP	#	Battle	Effect
	F	19		Y	Attack with an explosive blast

Fiery Juggle	Type	PP	#	Battle	Effect
	F	25		Y	Skillfully toss balls of flame

Fire	Type	PP	#	Battle	Effect
	F	6		Y	Attack with a scorching fireball

Fire Bomb	Type	PP	#	Battle	Effect
	F	5		Y	Attack with a bomb blast

Psynergy

e Earth | f Fire | W Water | W Wind

Atk 1 | Atk 3 | Atk 5 | Atk 7 | Atk All

Y Can be used in battle | N Cannot be used in battle

Angel Spear	Type	PP	#	Battle	Effect
	W	12		Y	Boost Attack with a heavenly blade

Annihilation	Type	PP	#	Battle	Effect
	e	18		Y	Attempt to annihilate a foe

Astral Blast	Type	PP	#	Battle	Effect
	W	5		Y	Attack with celestial force

Aura	Type	PP	#	Battle	Effect
	f	7		Y	Restore 50 HP to the whole party

Avalanche	Type	PP	#	Battle	Effect
	e	30		Y	Attack with a blast of rocks

Avoid	Type	PP	#	Battle	Effect
	–	5		N	Encounter fewer monsters

Backstab	Type	PP	#	Battle	Effect
	W	16		Y	Attack a foe from behind

Baffle Card	Type	PP	#	Battle	Effect
	W	4		Y	Envelop foes in an illusion

Beam	Type	PP	#	Battle	Effect
	f	7		Y	Attack with a searing heat beam

Bind	Type	PP	#	Battle	Effect
	W	4		Y	Block a foe's Psynergy

Blast	Type	PP	#	Battle	Effect
	f	5		Y	Attack with an explosive blast

Blast	Type	PP	#	Battle	Effect
	f	7		Y	Attack with a massive explosion

Blaze	Type	PP	#	Battle	Effect
	–	1		N	Manipulate flames

Blue Bolt	Type	PP	#	Battle	Effect
	W	14		Y	Attack with a lightning bolt

Blue Dragon	Type	PP	#	Battle	Effect
	f	17		Y	Attack foes with an icy blast

Blunt	Type	PP	#	Battle	Effect
	W	11		Y	Drop enemy Attack

Bolt	Type	PP	#	Battle	Effect
	W	4		Y	Attack with a lightning bolt

Bramble Card	Type	PP	#	Battle	Effect
	e	22		Y	Throw a card of the Thorn suit

Break	Type	PP	#	Battle	Effect
	W	5		Y	Eliminate an enemy's bonuses

Briar	Type	PP	#	Battle	Effect
	e	11		Y	Attack with sharpened briars

Burst	Type	PP	#	Battle	Effect
	–	2		N	Break cracked objects

Call Demon	Type	PP	#	Battle	Effect
	e	13		Y	Strike with a demon's fury

Call Dullahan	Type	PP	#	Battle	Effect
	W	21		Y	Strike with the Dullahan's might

Call Zombie	Type	PP	#	Battle	Effect
	W	5		Y	Command a zombie to strike a foe

Carpet Bomb	Type	PP	#	Battle	Effect
	f	29		Y	Attack with a bomb blast

Carry	Type	PP	#	Battle	Effect
	–	2		N	Lift and move light objects

Catch	Type	PP	#	Battle	Effect
	–	1		N	Grab light objects from afar

Cerberus	Type	PP	#	Battle	Effect
	f	7		Y	Attack with the soul's fire

Chimera	Type	PP	#	Battle	Effect
	f	7		Y	Attack a foe with a fiery blast

Clay Spire	Type	PP	#	Battle	Effect
	e	13		Y	Attack with an earthen spire

Cloak	Type	PP	#	Battle	Effect
	–	1		N	Hide away in shadows

Cluster Bomb	Type	PP	#	Battle	Effect
	f	11		Y	Attack with a bomb blast

Condemn	Type	PP	#	Battle	Effect
	e	8		Y	Disable your enemy with evil

Cool	Type	PP	#	Battle	Effect
	W	6		Y	Attack with freezing cold

Cool Aura	Type	PP	#	Battle	Effect
	f	16		Y	Restore 200 HP to the whole party

Cure	Type	PP	#	Battle	Effect
	e	3		Y	Restore 70 HP

Fire Breath	Type	PP	#	Battle	Effect
	f	13		Y	Attack with a sheet of flames

Fire Dragon	Type	PP	#	Battle	Effect
	f	17		Y	Attack foes with a fiery blast

Fire Puppet	Type	PP	#	Battle	Effect
	e	7		Y	Paralyze your foes with fear

Fireball	Type	PP	#	Battle	Effect
	f	12		Y	Attack with a scorching fireball

Flame Card	Type	PP	#	Battle	Effect
	f	11		Y	Throw a card of the Flame suit

Flare	Type	PP	#	Battle	Effect
	f	4		Y	Attack with flaring flames

Flare Storm	Type	PP	#	Battle	Effect
	f	12		Y	Attack with incinerating flames

Flare Wall	Type	PP	#	Battle	Effect
	f	7		Y	Attack with searing flames

Flash Bolt	Type	PP	#	Battle	Effect
	w	7		Y	Attack with a lightning bolt

Force	Type	PP	#	Battle	Effect
	–	2		N	Strike a distant object

Freeze Prism	Type	PP	#	Battle	Effect
	w	31		Y	Attack with ice crystals

Frost	Type	PP	#	Battle	Effect
	w	5		Y	Attack with frigid blasts

Frost Card	Type	PP	#	Battle	Effect
	w	28		Y	Throw a card of the Ice suit

Froth	Type	PP	#	Battle	Effect
	w	5		Y	Attack with frothing bubbles

Froth Sphere	Type	PP	#	Battle	Effect
	w	12		Y	Attack with frenzied bubbles

Froth Spiral	Type	PP	#	Battle	Effect
	w	31		Y	Attack with a bubble vortex

Fume	Type	PP	#	Battle	Effect
	f	7		Y	Attack with a plume of flames

Gaia	Type	PP	#	Battle	Effect
	e	7		Y	Attack with the earth's might

Gale	Type	PP	#	Battle	Effect
	w	3		Y	Attack with the wind's might

Ghost Soldier	Type	PP	#	Battle	Effect
	w	22		Y	Attack with phantom javelins

Glacier	Type	PP	#	Battle	Effect
	w	15		Y	Attack with frigid blasts

Grand Gaia	Type	PP	#	Battle	Effect
	e	32		Y	Attack with the earth's might

Grand Golem	Type	PP	#	Battle	Effect
	e	22		Y	Attack with a fist of stone

Grind	Type	PP	#	Battle	Effect
	–	2		N	Pulverize large objects

Growth	Type	PP	#	Battle	Effect
	e	4		Y	Attack with wild plants

Gryphon	Type	PP	#	Battle	Effect
	w	10		Y	Attack with a razor-sharp beak

Guard	Type	PP	#	Battle	Effect
	f	3		Y	Boost ally's Defense

Guardian	Type	PP	#	Battle	Effect
	f	3		Y	Boost Defense with divine might

Hail Prism	Type	PP	#	Battle	Effect
	w	16		Y	Attack with ice crystals

Halt	Type	PP	#	Battle	Effect
	–	2		N	Stop a moving object

Harpy	Type	PP	#	Battle	Effect
	w	10		Y	Attack with boosted morale

Haunt	Type	PP	#	Battle	Effect
	e	5		Y	Haunt a foe with an evil spirit

Healing Aura	Type	PP	#	Battle	Effect
	f	11		Y	Restore 100 HP to the whole party

Heat Juggle	Type	PP	#	Battle	Effect
	f	13		Y	Skillfully toss balls of flame

Heat Wave	Type	PP	#	Battle	Effect
	f	6		Y	Attack with fiery bolts

Helm Splitter	Type	PP	#	Battle	Effect
	e	8		Y	Paralyze a foe with a mighty blow

High Impact	Type	PP	#	Battle	Effect
	w	12		Y	Boost party's Attack

Hover	Type	PP	#	Battle	Effect
	–	2		N	Hover in the air

Hurricane	Type	PP	#	Battle	Effect
	W	25		Y	Attack with the wind's might

Ice	Type	PP	#	Battle	Effect
	W	5		Y	Attack with spikes of ice

Ice Horn	Type	PP	#	Battle	Effect
	W	11		Y	Attack with spikes of ice

Ice Missile	Type	PP	#	Battle	Effect
	W	23		Y	Attack with spikes of ice

Impact	Type	PP	#	Battle	Effect
	W	7		Y	Boost ally's Attack

Impair	Type	PP	#	Battle	Effect
	F	4		Y	Drop enemy's Defense

Inferno	Type	PP	#	Battle	Effect
	F	23		Y	Attack with a scorching fireball

Juggle	Type	PP	#	Battle	Effect
	F	7		Y	Skillfully toss balls of flame

Lash	Type	PP	#	Battle	Effect
	–	1		N	Lift and move very light objects

Lava Shower	Type	PP	#	Battle	Effect
	F	4		Y	Attack with a volcano's might

Lich	Type	PP	#	Battle	Effect
	E	10		Y	Revive an ally with the undead's aid

Lift	Type	PP	#	Battle	Effect
	–	2		N	Lift an object vertically

Liquifier	Type	PP	#	Battle	Effect
	F	17		Y	Seize a foe with the fires of truth

Living Armor	Type	PP	#	Battle	Effect
	G	17		Y	Attack with a big axe

Macetail	Type	PP	#	Battle	Effect
	F	7		Y	Attack foes with a fiery blast

Mad Blast	Type	PP	#	Battle	Effect
	F	9		Y	Attack with an explosive blast

Mad Growth	Type	PP	#	Battle	Effect
	G	10		Y	Attack with ferocious plants

Magic Shell	Type	PP	#	Battle	Effect
	W	3		Y	Boost Elemental Resistance

Magic Shield	Type	PP	#	Battle	Effect
	W	5		Y	Boost Elemental Resistance

Magma Storm	Type	PP	#	Battle	Effect
	F	27		Y	Attack with a volcano's might

Manticore	Type	PP	#	Battle	Effect
	F	18		Y	Restore 300 HP with cleansing flame

Megacool	Type	PP	#	Battle	Effect
	W	33		Y	Attack with freezing cold

Mind Read	Type	PP	#	Battle	Effect
	–	1		N	Read someone's mind

Minotaur	Type	PP	#	Battle	Effect
	G	10		Y	Attack with a mighty axe

Mist	Type	PP	#	Battle	Effect
	W	4		Y	Wrap a foe in a cloud of delusion

Molten Bath	Type	PP	#	Battle	Effect
	F	12		Y	Attack with a volcano's might

Mother Gaia	Type	PP	#	Battle	Effect
	G	17		Y	Attack with the earth's might

Move	Type	PP	#	Battle	Effect
	–	2		N	Move an object on the ground

Nettle	Type	PP	#	Battle	Effect
	G	23		Y	Attack with stinging nettles

Nova	Type	PP	#	Battle	Effect
	F	13		Y	Attack with a massive explosion

Odyssey	Type	PP	#	Battle	Effect
	G	18		Y	Pierce a foe with a colossal sword

Orc	Type	PP	#	Battle	Effect
	–	3		Y	Attack with your body's mass

Parch	Type	PP	#	Battle	Effect
	–	2		N	Evaporate standing water

Phoenix	Type	PP	#	Battle	Effect
	F	10		Y	Revive an ally with the Phoenix's fire

Pixie	Type	PP	#	Battle	Effect
	W	5		Y	Conjure pixies to restore 115 HP

Planet Diver	Type	PP	#	Battle	Effect
	F	7		Y	Leap skyward and lunge onto a foe

Planetary	Type	PP	#	Battle	Effect
	F	19		Y	Strike a foe w/fire from the heavens

Plasma	Type	PP	#	Battle	Effect
	W	8		Y	Attack with a barrage of bolts

Slash	Type	PP	#	Battle	Effect
	W	4		Y	Attack with a blade of focused air

Sleep	Type	PP	#	Battle	Effect
	W	5		Y	Lull multiple foes to sleep

Sleep Card	Type	PP	#	Battle	Effect
	W	5		Y	Put foes to sleep

Sonic Slash	Type	PP	#	Battle	Effect
	W	20		Y	Attack with a blade of focused air

Spark Plasma	Type	PP	#	Battle	Effect
	W	37		Y	Attack with a barrage of bolts

Spire	Type	PP	#	Battle	Effect
	e	5		Y	Attack with an earthen spire

Stone Spire	Type	PP	#	Battle	Effect
	e	22		Y	Attack with an earthen spire

Storm Ray	Type	PP	#	Battle	Effect
	W	10		Y	Attack with a magnetic storm

Succubus	Type	PP	#	Battle	Effect
	W	9		Y	Conjure faeries to restore 250 HP

Supercool	Type	PP	#	Battle	Effect
	W	14		Y	Attack with freezing cold

Supernova	Type	PP	#	Battle	Effect
	f	31		Y	Attack with a massive explosion

Sword Card	Type	PP	#	Battle	Effect
	f	6		Y	Reduce a foe's attack

Teleport	Type	PP	#	Battle	Effect
	–	3		N	Teleport at will

Tempest	Type	PP	#	Battle	Effect
	W	27		Y	Attack with a fearsome windstorm

Thorn	Type	PP	#	Battle	Effect
	e	6		Y	Attack with stabbing thorns

Thorny Grave	Type	PP	#	Battle	Effect
	e	24		Y	Summon a loathsome fiend

Thunder Card	Type	PP	#	Battle	Effect
	W	17		Y	Throw a card of the Thunder suit

Thunder Mine	Type	PP	#	Battle	Effect
	W	16		Y	Attack with ball lightning

Thunderbolt	Type	PP	#	Battle	Effect
	W	19		Y	Attack with the storm's fury

Thunderclap	Type	PP	#	Battle	Effect
	W	9		Y	Attack with the storm's fury

Thunderhead	Type	PP	#	Battle	Effect
	W	39		N	Attack with the storm's fury

Tornado	Type	PP	#	Battle	Effect
	W	14		Y	Attack with a mighty tornado

Tremor	Type	PP	#	Battle	Effect
	–	1		N	Shake objects left and right

Troll	Type	PP	#	Battle	Effect
	e	3		Y	Attack with fiendish might

Tundra	Type	PP	#	Battle	Effect
	W	8		Y	Attack with frigid blasts

Typhoon	Type	PP	#	Battle	Effect
	W	12		Y	Attack with the wind's might

Volcano	Type	PP	#	Battle	Effect
	f	6		Y	Attack with volcanic might

Ward	Type	PP	#	Battle	Effect
	W	3		Y	Boost Resistance

Weaken	Type	PP	#	Battle	Effect
	W	4		Y	Drop enemy's Resistance

Weird Nymph	Type	PP	#	Battle	Effect
	W	5		Y	Conjure pixies to restore 125 HP

Whiplash	Type	PP	#	Battle	Effect
	W	6		Y	Attack with a whip

Whirlwind	Type	PP	#	Battle	Effect
	W	5		Y	Attack with a swirling tornado

Wild Growth	Type	PP	#	Battle	Effect
	e	19		Y	Attack with giant plants

Wild Wolf	Type	PP	#	Battle	Effect
	–	3		Y	Call on a feral ally's aid

Wind Slash	Type	PP	#	Battle	Effect
	W	9		Y	Attack with a blade of focused air

Wish	Type	PP	#	Battle	Effect
	W	9		Y	Restore 80 HP to the whole party

Wish Well	Type	PP	#	Battle	Effect
	W	13		Y	Restore 160 HP to the whole party

Wyvern	Type	PP	#	Battle	Effect
	f	17		Y	Attack foes with fiery breath

Plume Edge	Type	PP	#	Battle	Effect
	W	15		Y	Attack with a foaming geyser

Ply	Type	PP	#	Battle	Effect
	W	4		Y	Restore 100 HP with faith

Ply Well	Type	PP	#	Battle	Effect
	W	8		Y	Restore 200 HP with faith

Poison Flow	Type	PP	#	Battle	Effect
	W	28		Y	Conjure a blast of poisoned wind

Potent Cure	Type	PP	#	Battle	Effect
	E	10		Y	Restore 300 HP

Pound	Type	PP	#	Battle	Effect
	–	2		N	Drive objects into the ground

Prism	Type	PP	#	Battle	Effect
	W	7		Y	Attack with ice crystals

Protect	Type	PP	#	Battle	Effect
	F	5		Y	Boost party's Defense

Protector	Type	PP	#	Battle	Effect
	F	5		Y	Boost Defense with divine might

Psy Drain	Type	PP	#	Battle	Effect
	W	0		Y	Drain enemy's PP into yourself

Punji	Type	PP	#	Battle	Effect
	E	7		Y	Attack with a bamboo weapon

Punji Strike	Type	PP	#	Battle	Effect
	E	24		Y	Attack with a bamboo weapon

Punji Trap	Type	PP	#	Battle	Effect
	E	13		Y	Attack with a bamboo weapon

Pure Ply	Type	PP	#	Battle	Effect
	W	12		Y	Restore 1,000 HP with faith

Pure Wish	Type	PP	#	Battle	Effect
	W	20		Y	Restore 400 HP to the whole party

Pyroclasm	Type	PP	#	Battle	Effect
	F	29		Y	Attack with volcanic might

Quake	Type	PP	#	Battle	Effect
	E	4		Y	Attack with a powerful quake

Quake Sphere	Type	PP	#	Battle	Effect
	E	15		Y	Attack with a massive quake

Quick Strike	Type	PP	#	Battle	Effect
	W	12		Y	Blind an enemy with a rapid strike

Raging Heat	Type	PP	#	Battle	Effect
	F	9		Y	Call forth the fires of the pit

Ragnarok	Type	PP	#	Battle	Effect
	E	7		Y	Strike with a massive sword

Ray	Type	PP	#	Battle	Effect
	W	6		Y	Attack with a magnetic storm

Resist	Type	PP	#	Battle	Effect
	W	5		Y	Boost Resistance

Restore	Type	PP	#	Battle	Effect
	W	3		Y	Remove Sleep, Stun and Delusion

Retreat	Type	PP	#	Battle	Effect
	–	6		N	Return to the dungeon's entrance

Reveal	Type	PP	#	Battle	Effect
	–	1		N	Perceive hidden truths

Revive	Type	PP	#	Battle	Effect
	E	15		Y	Revive a downed ally

Roc	Type	PP	#	Battle	Effect
	–	22		Y	Strike w/the sweep of a mighty wing

Rockfall	Type	PP	#	Battle	Effect
	E	5		Y	Attack with a blast of rocks

Rockslide	Type	PP	#	Battle	Effect
	E	15		Y	Attack with a blast of rocks

Sabre Dance	Type	PP	#	Battle	Effect
	E	7		Y	Attack with dancing blades

Salamander	Type	PP	#	Battle	Effect
	F	7		Y	Call forth a fiery reptile's breath

Sand	Type	PP	#	Battle	Effect
	–	2		N	Melt into sand

Scoop	Type	PP	#	Battle	Effect
	–	1		N	Dig in soft ground

Searing Beam	Type	PP	#	Battle	Effect
	F	36		Y	Attack with a searing heat beam

Serpent Fume	Type	PP	#	Battle	Effect
	F	14		Y	Attack with a plume of flames

Shine Plasma	Type	PP	#	Battle	Effect
	W	18		Y	Attack with a barrage of bolts

Shuriken	Type	PP	#	Battle	Effect
	W	8		Y	Attack with a huge throwing knife

Skull Splitter	Type	PP	#	Battle	Effect
	E	8		Y	Annihilate a foe by crushing its skull

Djinn

VENUS	MARS	MERCURY	JUPITER
Crystal Page 150 Found using Scoop in Yampi Desert	**Cannon** Page 37 Found inside Dehkan Plateau	**Balm** Page 145 Found on ice in the Mars Lighthouse	**Aroma** Page 119 Found in Shaman Village
Echo Page 30 Found outside Daila	**Char** Page 72 Exchange for mushroom with Madran man	**Cascade** Page 68 Comes with Piers	**Blitz** Page 54 Found in Yampi Desert using Pound
Flower Page 83 Found in Taopo Swamp using Whirlwind	**Coal** Page 99 Exchange Dancing Idol with Izumo woman	**Chill** Page 65 Found in southern Gondowan	**Breath** Page 34 Found inside the Shrine of the Sea God
Geode Page 129 Found in Atteka Inlet using Lift	**Core** Page 119 Found in Atteka	**Eddy** Page 131 Found in SW Shaman Village Cave using Lift	**Ether** Page 52 Gift from the werewolf in Garoh
Iron Page 38 Found outside Madra	**Fugue** Page 144 Found in the Mars Lighthouse	**Fog** Page 32 Found inside Kanderean Temple using Lash	**Gale** Page 152 Found in Treasure Isle
Meld Page 151 Found in Islet Cave using Teleport	**Fury** Page 140 Found in Magma Rock	**Gel** Page 142 Found on Kalt Island	**Gasp** Page 132 Found in caves under Trial Road using Lift
Mold Page 143 Found in Prox using Scoop in snowbank	**Kindle** Page 64 Found in the Gondowan Cliffs	**Rime** Page 110 Found outside Lemuria	**Haze** Page 99 Found in the Apojii Islands using Sand
Mud Page 73 Found in Gabomba catacombs using Cyclone	**Reflux** Page 91 Found in Tundaria Tower	**Serac** Page 151 Found in Islet Cave using Tremor	**Lull** Page 141 Found in Loho
Petra Page 119 Found in Shaman Village	**Shine** Page 60 Found in Mikasalla using Scoop	**Sour** Page 43 Found outside Osenia Cavern near Mikasalla	**Waft** Page 70 Found in Kibombo Mountains
Salt Page 129 Found in Contigo using Scoop in grass circle	**Spark** Page 60 Found in Mikasalla using Scoop	**Spring** Page 68 Comes with Piers	**Wheeze** Page 90 Found on the Tundaria overworld
Steel Page 69 Found inside Gabomba statue	**Tinder** Page 113 Found in SW Hesperia Settlement	**Steam** Page 89 Found in Aqua Rock	**Whorl** Page 128 Found in the Jupiter Lighthouse

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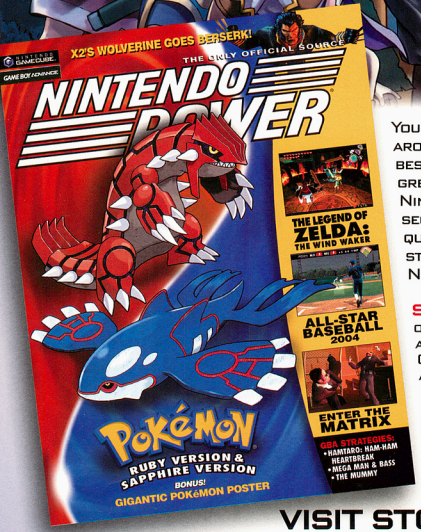

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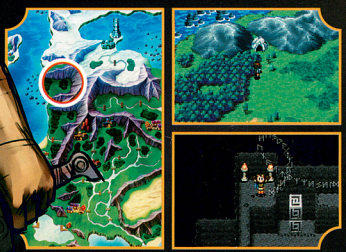

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